



## Pupil Notes: Game Making

- ⚙️ Look at and play examples of games your teacher has given you. Talk about what the main character in each game is doing. Find out how you score points or win the game.
- ⚙️ Use your game making software to make a new game file.
- ⚙️ Choose the background and any sprite(s) you want to use in your game.
- ⚙️ You can change the appearance of the sprite(s) you choose.
- ⚙️ Use your game making software tools and features to control the look and movement of your sprite(s).
- ⚙️ Think about adding some sound to your game.
- ⚙️ Save your game, using a filename that will help you and others know what it is.
- ⚙️ Ask a classmate to play your game. Talk about what works well and what you could improve.



## Pupil Notes: Game Making

- ⚙️ Look at and play examples of games your teacher has given you and/or suggest some of your own. Talk about what the main character in each game is doing. Find out how you score points or win the game.
- ⚙️ Create a plan for your game, including the backgrounds, sprites and sounds that you would like to use. You can edit your chosen backgrounds and sprites if you want to. Take your audience and purpose into account when planning.
- ⚙️ Use your game making software to make a new game file.
- ⚙️ Import the backgrounds, sprites and sounds you included in your plan.
- ⚙️ Use your game making software tools and features to control your game's look, movement and sound to make it appeal to your audience.
- ⚙️ Save your game, using a filename that will help you and others know what it is.
- ⚙️ Ask a classmate to play your game. Talk about what works well and what you could improve.



## Pupil Notes: Game Making

- ⚙️ Find and review examples of digital games. Identify the key characteristics that make them effective. Make a note of this research in your project diary.
- ⚙️ Make a plan for your game, including a scoring system, winning criteria, characters, events, design and number of levels. Take playability and enjoyability into account. Use game making language to support your planning.
- ⚙️ Think about the audience and purpose at all times while planning your game design. Remember to create a simple user guide (how to play the game) and include this in your end product.
- ⚙️ Write plain English instructions (pseudocode) for the code of your game.
- ⚙️ Make or gather any sprites, images and sounds (assets) that you included in your planning.
- ⚙️ Use the game making software to make your game, based on your pseudocode and using the assets you have chosen.
- ⚙️ Once you have created the basic structure of your game, experiment with the range of software features and tools to create your desired effect.
- ⚙️ Test and review your game with a classmate. Check that everything is how you had intended. Make any changes that will improve your product.
- ⚙️ Save your game using a relevant file name and export it in a suitable format that others will be able to use.
- ⚙️ Refer back to your research notes in your project diary. Make a note of at least two key characteristics that make your finished game effective for its intended audience and purpose.
- ⚙️ Consider which aspects or characteristics of your game you would improve, if you were designing the product again. Record your ideas in your project diary.
- ⚙️ Take a screenshot of your file, open in the software you used to create it (native file format). Place this at the end of your project diary.

## Pupil Notes: Game Making

- Find and review examples of digital games. Identify the key characteristics that make them effective. Decide which of these characteristics are relevant to your project. Justify why you intend to incorporate them into your game. Make a note of this justification in your project diary.
- Create a plan for your game, including a scoring system, winning criteria, characters, events, design and number of levels. Take playability and enjoyability into account. Use game making language to support your planning. Remember to create a simple user guide (how to play the game) and include this in your end product.
- While planning your design, consider the needs of your specific audience. Note these in your project diary as objectives for your final product. Refer back to your notes during the design process to ensure that you are meeting these objectives.
- Build your game, based on your pseudocode and using the assets you have chosen.
- Experiment with the game making software's range of tools and features to create your desired effect, based on your planning and initial research.
- Make sure the files you used to make your design are tidy. Delete any large files you no longer need. Save your work at key points and make a copy to avoid losing successful versions.
- Test and review your game with a classmate. Make a note in your project diary of any areas that you could develop further. Make changes as appropriate. Repeat this review process until your finished design is as close to your original intention as possible, taking into account your objectives.
- Save your game using relevant filenames and export it using formats that others will be able to use.
- Once you have completed your game design, make a note in your project diary of at least two key features that make your game effective for its intended audience and purpose. Record any objectives that your game does not fully meet.
- Consider what aspects or characteristics you would improve, if you were making the game again. Record this in your project diary.
- Take a screenshot of your file, open in the software you used to create it (native file format). Place this at the end of your project diary.