

Game making

Games need to be planned carefully.

This means breaking down each element of the game into really detailed bits.

Task 1: watch the animation. Fill out the sheet.

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Flowcharts can be used to show the **sequence** of events in part of a game.

They break the event down into really small steps.

In computing we call any set of instructions an **algorithm**.

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Task 2: for **either** the boy or the girl, create a **flowchart** to show the main things they do.

- try to include all the speech
- if you can, include the changes in pose as well

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Task 3: make a Scratch animation for your own joke.

The joke must involve two sprites.

Take a **screenshot** of your animation and paste it into a Word document.