We are Game Developers

Things you already know:
- How to code in Scratch using complex blocks such as If/Then/Else and repeat loops.
- How to create folders and file structures to keep work organised.

Knowledge you will gain:

- Know how to plan a game project including characters, scoring system, controls and level progression.
- Know the difference between different image formats and why these are important for developing your game.
- Know how to program different keys to run concurrent programs.
- Know how to use sensing code blocks to make the score go up or down if you collect coins, or touch the baddie character.
- To create multiple variables for scores, lives lost etc.
- Know how to create graphic interface changes such as character animations, different backgrounds for different levels etc.
- Know how to debug your program and test it fully ensuring it is ready for others to play.

Vocabulary

Progression: How a game gets more difficult the more you play.
Repeat until loop: Like a standard repeat, but with a condition, such as repeat until your character touches another character.

Image Type	Properties
png	Supports transparency.
jpg	A type of bitmap image. The pixel get bigger and more blocky as you enlarge it.
Vector (e.g. eps)	An image that never becomes blocky no matter how large you make it.

Specific skills/understanding

Using the sensing code blocks will be vital in getting a game to work. This will involve a logical approach and sentence building such as "If Sprite 1 touches Sprite 2, then change Sprite 1 into costume2".

Ongoing skill set

Identifying bugs in your code. Being fussy about the details; making your code do what you intend, rather than settling for what the code does initially.