

Plan and start the build

technology

What you need: tablet or laptop with MakeCode Arcade

Words to use

Sprite · Movement · Score

My game plan – fill this in before you build

A game designer decides these four things first. Keep each answer to a line: you are building the first part of it today.

The goal – what must the player DO to win?

The player – who or what does the player control?

Moving – how does it move around the screen?

Scoring – what makes the score go up, and what loses a life?

After the build: what my game does so far

One feature I want to add next

