Project 3 – Animation in Game Lab

Design Phase – Rough Work

*Write answers to the following questions in this word file. Save it.*

1. Theme: What is the overall theme of your game?

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1. Setting. Where is your game set?

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1. Player. Who or what is the player?

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1. Aim of the Game: What is the aim of the game? To collect lots of objects? To avoid bad guys for as long as possible? To get to a particular place? To do something as fast as possible? To score as many points as you can in a certain amount of time?

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1. Movement: How will the player move? By following the mouse? By pressing keys to move up, down, left and right?

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1. Movement: How will the bad guy move?

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1. Movement: How will the objects you are collecting move?

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1. Variables and Score: What will you need variables for? To calculate the score? To change the speed of something? Will you set a maximum score to create a time limit for the game?

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