

Name(s) _____ Period _____ Date _____

Project Guide - Make a Game



Overview

Starting with a plan can help you stay organized and identify issues ahead of time. A lot of the work you do here will make it much easier to keep track of what you need to do once you begin writing your actual code.

Describe Your Program

In a couple of sentences describe the program you are going to build and how it will work. How will the user interact with it? What will make it fun, interesting, or relevant to the player?

Draw Your Screen(s)

Sketch your screen(s). Mark design elements. Label their IDs. Be sure to include instructions a title and a win or lose screen.

Circuit Playground

Which components of the Circuit Playground does this program use? Use at least 3.

Board Component	What it is Used For

Events and Functions

Using the description of your program above, figure out what events you'll need to respond to and which functions Describe what will happen when they are triggered

Name or ID	Event Type (eg "click")	Description (What happens when this event occurs?)

Functions

Your events shouldn't have a lot of complex code. Instead, break your program up into the major steps you'll need for it to work. The different behaviors you described in your events should help you decide what these steps should be.

Function name	Parameters (Inputs to the function)	How It Changes During the Program (What's the starting value, when will it change?)

Additional Notes