

Project Guide - Planning Your Game



Overview

Building a larger piece of software like a game can quickly get complex. 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.

Gameplay and Visuals

Start by thinking about what your game does. What does it look like? How do you play it? What will make it fun, interesting, or relevant to the player?

Describe Your Game

In a couple of sentences describe the game you are going to build and how it will work.

Draw Your Game

Draw a quick sketch of how your game will work. Who are the characters? What does the background look like? How do things move? Label things to make them clearer.

A large, empty rectangular box with a thin black border, intended for drawing a sketch of the game. The box is slightly irregular in shape, with a wavy bottom edge.

Sprites and Variables

Using the description of your game above, figure out what information and characters you'll need to keep track of through your game. Fill in a description for each in the space below.

Sprites

In the table below list information about the different sprites in your game. Where are they located? How do they move? How do they interact with other sprites?

Name (Label) and Appearance	At Start of Game (Animation, position, rotation, velocity, rotation speed)	User and Sprite and Interactions (Does the user control this sprite? How does it move? Does it ever need to reset its position? Does it interact with other sprites? How?)

Variables

Think about the information your game needs to keep track of. Is there a score? Several lives? Describe each variable in the space below.

Name (Label)	What It Keeps Track Of	How It Changes During the Game (What's the starting value, when will it change?)

Functions

Your draw loop shouldn't have a lot of complex code. Instead, break your program up into the major steps you'll need for your game to work. The different behaviors you described for your sprites and variables should help you decide what these steps should be. Then describe what the code for that function should do.

Function Name	What Happens in This Function? What behaviors that you outlined for your sprites does this function include? Can this function be used at multiple places in your program?

Reflect

What part of your project are you most proud of? _____

Why? _____

If you had more time, what improvement would you make to your game?
