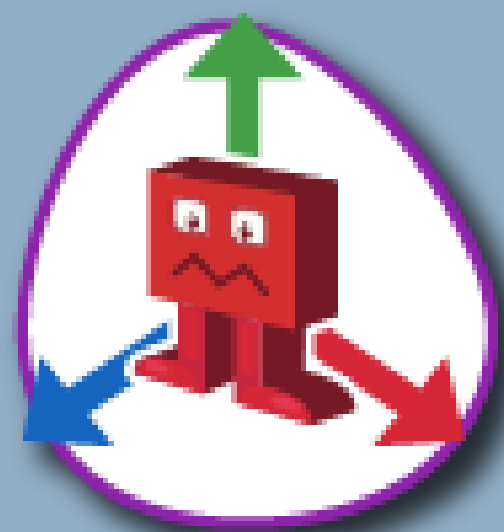


Year 5: Game Creator

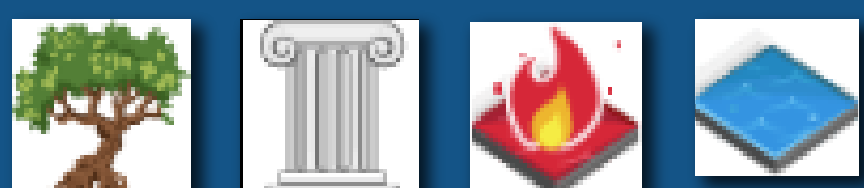


Scene Elements

Ground, ceiling, sky, walls



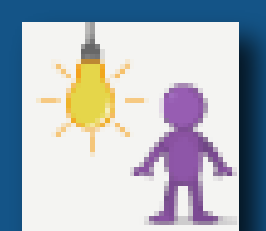
Scenery, fire, water



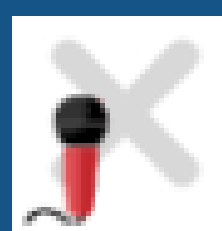
Other elements



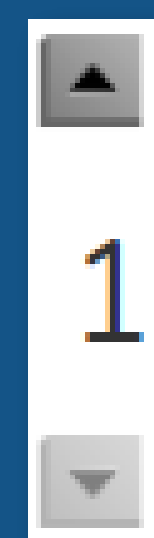
lighting



background music



wall height



Designing a Game

Things to consider

- Theme
- Story
- Aim
- Extension; further levels
- Completion
- Playability and fun
- Instructions
- Constructive feedback

Winter Treasure Hunt

Collect the treasures hiding in the snow.
Be careful, there are giant squirrels and bears on guard and they will throw you back to the start!

Images used are from Purple Mash

Lives: 30.00 Game over Level completed

Instructions

- Set the scene
- How to play?
- What to do?
- Consequences
- Credit sources

Game settings
lives, time limits, sounds.

Themes

- Planning a 3D game
- Customising Sprites
- Creating the game environment
- Evaluating games

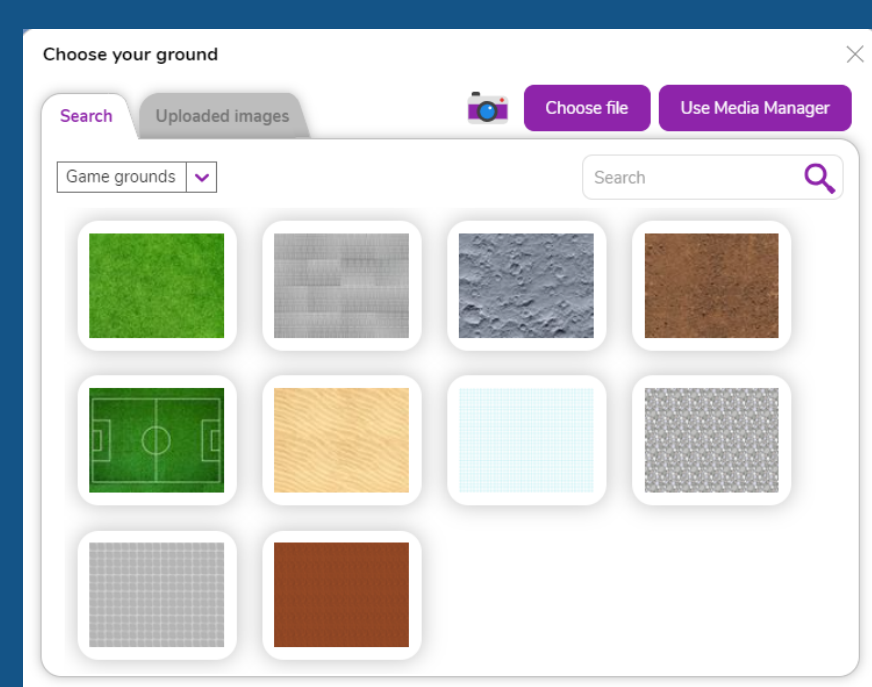
Preview level

Play

Ground Sky

Editing Methods

Gallery



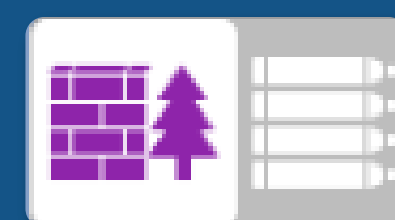
Open gallery



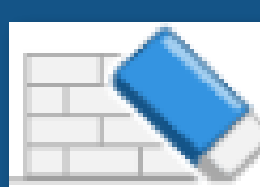
Use webcam



Choose file Upload image

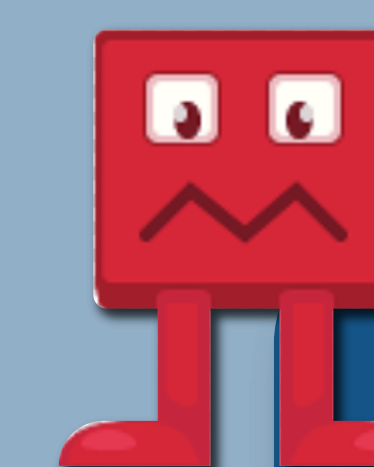
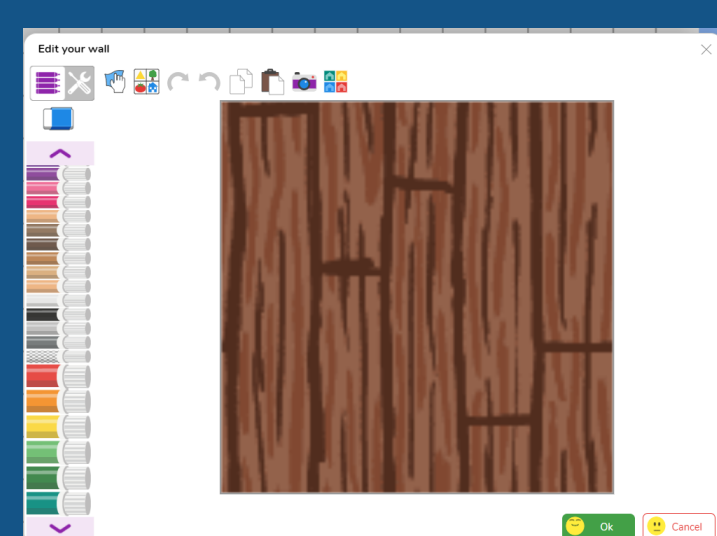


Draw your own



Erase features

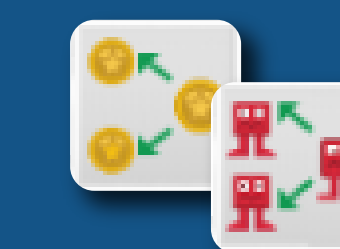
Draw



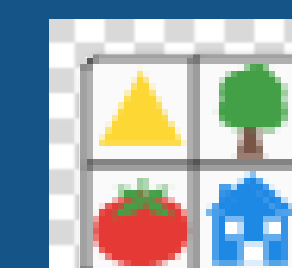
Quest:



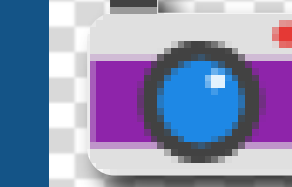
Collection objects and Baddies



Copy to all objects



Use clipart or upload image



Webcam



Drawing tools

Choose:

- Movement
- Action
- Sound effects
- Points gained (collection objects)
- Damage done (baddies)