



# Game Development

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**Start with a Plan**

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# Step 1a: Figure Out a Theme

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# Step 1b: Figure Out How To Play

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# Step 1b: Figure Out How To Play



<p><b>Collecting games</b></p> <p>Hungry Hippo! Help the hippo eat, or collect, the food.</p>	<p><b>Control:</b> Players control a character's movement</p> <p><b>Objective:</b> Collect as many items as possible</p>
<p><b>Dodging games</b></p> <p>Cake Chaser! Help the cake escape from the hungry beetle.</p>	<p><b>Control:</b> Players control a character's movement</p> <p><b>Objective:</b> Don't get hit by something falling or chasing you!</p>
<p><b>Question games</b></p> <p>This is a simple question game, called Number Guesser. Guess what number Giga is thinking of to win!</p>	<p><b>Control:</b> Players respond to questions that the game asks</p> <p><b>Objective:</b> answer questions correctly</p>
<p><b>Timed games</b></p> <p>A maze game or a racing game</p>	<p><b>Control:</b> The character moves around the screen avoiding blockages</p> <p><b>Objective:</b> get to the finish line</p>

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## Step 2: Set Up the Main Character

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# Step 2b: Program your Character



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## Step 3: Pick out a backdrop

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## Step 4: Add the Objective

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## Step 4a: Pick a second Sprite

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**Step 4b: Write the code for your objective**

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**Step 5. Add extra features!**

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# Finishing Touches