*"Script and Shell: A Reflection on Game Design for Learning"*  
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# Statement of Intent

## Introduction

For my GAM301 project, I decided to create a prototype for a simple programming game. Using coloured “blocks” of code, players must control a tank and lead it to and destroy all targets on a small puzzle board. Players are given a certain amount of code blocks and must organise them into the correct order in order to solve the puzzle.

## Intent

With this project I hope to create a game that can fill an educational role, helping to teach early secondary school children (12-15 years old) the basics of problem solving with programming. I also intend to fill a niche in this genre of game by focusing on sensory-based learning, using sound design, controller vibration and color-coded blocks of code I aim to help reinforce learning by engaging different sensory modalities, catering to diverse learning styles. Each action in game should be reflected to the player using multiple senses. Each action will have a visual indicator, a sound, and a controller vibration pattern all unique to that particular action. For example, if the player moves the tank forward and it will play a sound, flash up a block of a particular colour (yellow in this case) and then play a light vibration on the attached controller. However, if the player hits the wall, the sound will be harsher, and the vibration stronger to show the player they have made a mistake.

## Features

## Implementation

# Connection to Domain

# Reflection on Practice