

## Create a Game

### Chapter 5: Mid-Chapter Project

**\*\*\*\*\*READ THESE INSTRUCTIONS\*\*\*\*\***

We have worked with while loops, do...while loops, for loops, if statements, switch statements, and the Random, Math and String classes. Now is your opportunity to get creative and start putting it all together!!!

You are to create a game, and your game must be unique. I will show you samples of games created by previous students.

Your game must be creative. Use pictures, formatting, input validation, sound, etc. (I will provide you with code for adding sound and pictures).

**Step 1:** Plan your game, in detail. Your plan must explain your game, the purpose of it and how it works. Your plan should include a model (i.e. pseudocode) as to how the program will work. (**CHECKPOINT!!**)

**Step 2:** Code your game.

**Step 3:** Run your game and validate results.

**Step 4:** Share your game with your classmates.

**Grading Criteria:** Creativity, Demonstration of Concept Mastery, Plan/Design, Presentation, Efficiency (see grade sheet).

**THIS IS AN 80 POINT PROJECT**