

### **Mission Card 1: "Galaxy Escape"**

You are building a space adventure game where a spaceship must escape an alien galaxy by avoiding meteors and collecting energy cells. Players can upgrade their ship and travel to new planets.

**Your Task:** Identify at least 2 variables and their purpose.

Hint: What important details do you need to keep track of in this game? Think like a game developer!

### **Mission Card 2: "Dragon Quest"**

You are designing a fantasy role-playing game where a hero travels through different lands, battles dragons, and completes quests to earn gold and magic powers.

**Your Task:** Identify at least 2 variables and their purpose.

Hint: What would you need to keep track of for the player or game events in order to make this game run?  
Think like a game developer!

### **Mission Card 3: "Racing Rivals"**

This is a racing game where players customize their cars, race on different tracks, and earn points to upgrade their speed and performance.

**Your Task:** Identify at least 2 variables and their purpose.

Hint: What should be stored and updated in your program to make this game work smoothly? Think like a game developer!

**Game Developers:**  
**Mission Card 1: "Galaxy Escape"**

**Game Developers:**  
**Mission Card 2: "Dragon Quest"**

**Game Developers:**  
**Mission Card 3: "Racing Rivals"**