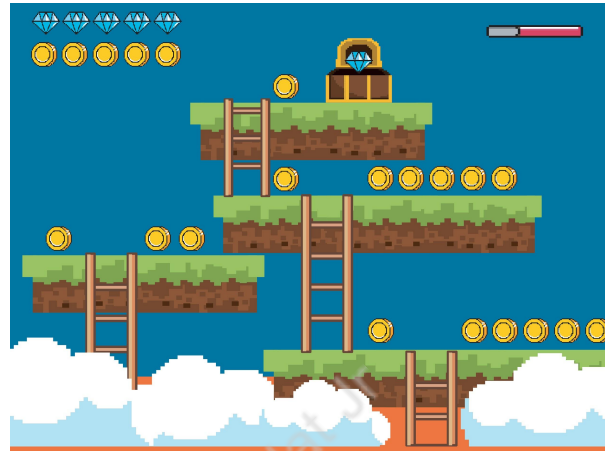


SELF-DESIGNED GAME - 2



What is our GOAL for this MODULE?

The goal for this module is to work on the self designed game.

What did we ACHIEVE in the class TODAY?

You continued working on the self-designed game by pair programming with the teacher.

Which CONCEPTS/CODING BLOCKS did we cover today?

- Understanding the role of each character and object in the game.
- Coding for the character and objects according to their role.

How did we DO the activities?

We reviewed the different features, storyline, characters, game rules, etc. built in the game so far.

We identified the next feature to be added to the game.

Using a pair programming approach, we wrote the code for the game and checked for any bugs (debugged whenever required).

What's NEXT?

In the next class, you will be self-designing game 3.

WhiteHat Jr + WhiteHat Jr + WhiteHat Jr