

# ICS2O0 – Animation Game – Final Project

Your assignment is to create a game in Game Lab (<https://code.org/educate/gamelab>).



Phase	Curriculum Requirements	Phase Specifics
Analysis and Design	<ul style="list-style-type: none"> <li>B2.1 plan the content of a program</li> </ul>	<ul style="list-style-type: none"> <li>Choose a theme and a main character.</li> <li>Select a game purpose or goal.</li> <li>Decide on a points system.</li> </ul>
Coding	<ul style="list-style-type: none"> <li>B2.2 use variables, expressions, and assignment statements to store and manipulate numbers and text in a program</li> <li>B2.3 write keyboard input and screen output statements that conform to program specifications</li> <li>B2.4 write a program that includes a decision structure for two or more choices</li> <li>B2.5 write programs that use looping structures</li> <li>B3.1 write clear and maintainable code using proper programming standards</li> <li>B3.2 write clear and maintainable internal documentation</li> </ul>	<ul style="list-style-type: none"> <li>Create at least 3 animations.</li> <li>Create a theme appropriate background.</li> <li>Design your own characters and their movement.</li> <li>Code the game in game lab.</li> <li>Add instructions and an opening screen.</li> </ul>
Testing and Submission	<ul style="list-style-type: none"> <li>B3.4 demonstrate the ability to validate a computer program using test cases.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in an alpha test and a beta test.</li> <li>Fix the errors found in your game.</li> <li>Add comments to document your game; including the three title comments.</li> </ul>

