UNIT 4

SESSION 1-6

REFLECTION PROMPTS
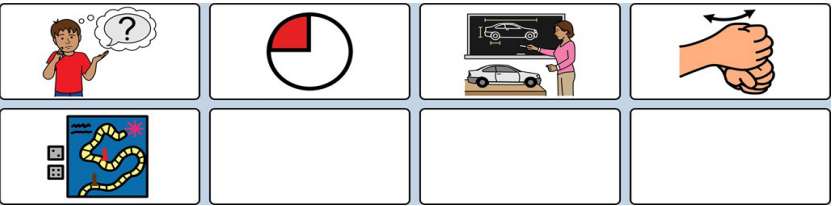
SESSION 1

Make a list of your favorite games.
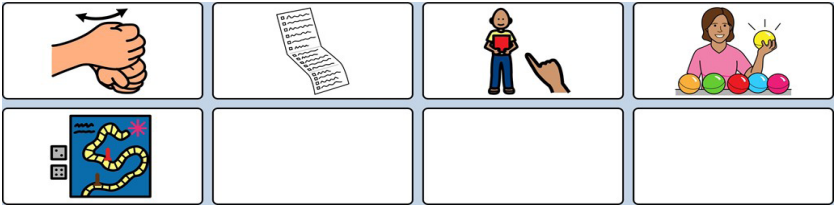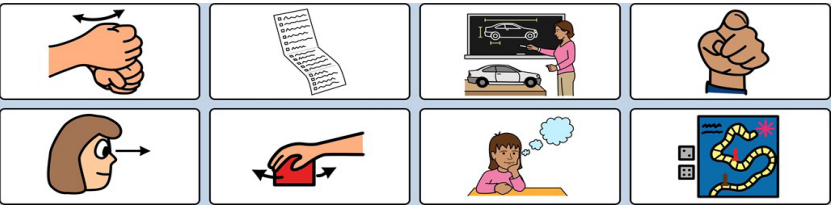

What parts of the games are the same?

What parts of their design make them a game?

Make a list of design elements (what you see or use) for your dream game.

SESSION 2

What was hard to do when you made your game?
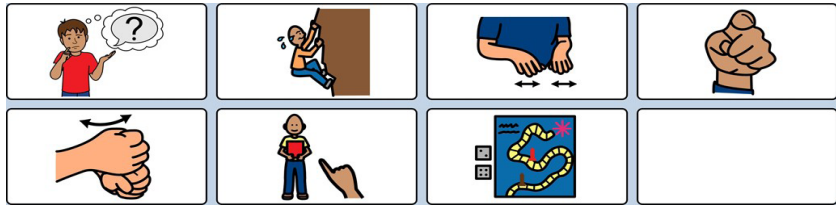
What are you proud of about your game?
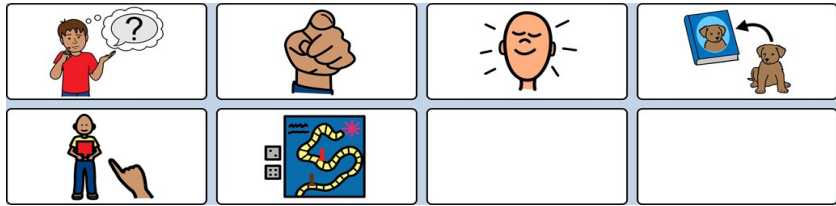
SESSION 3

How would you tell a friend about a variable?
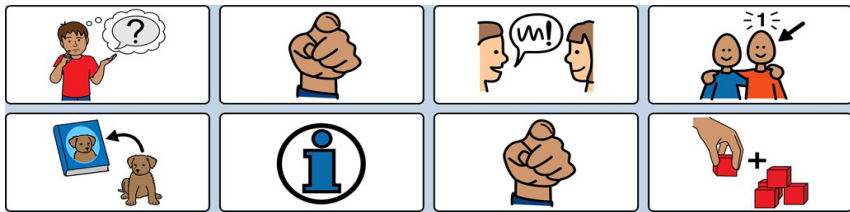
How did you use the variable to make your scoreboard?
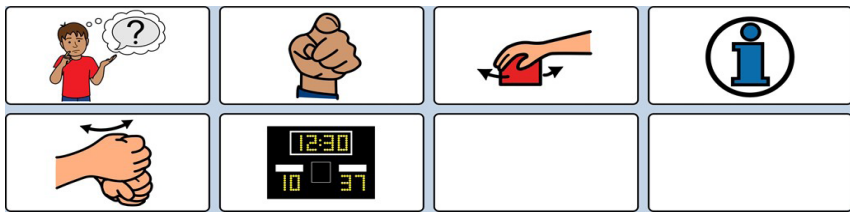
What do you use variables for?
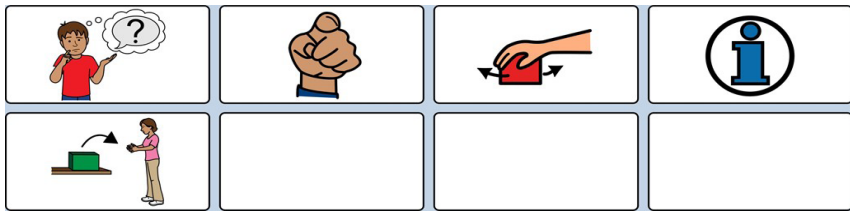
SESSION 4

Which extensions did you add to your project?
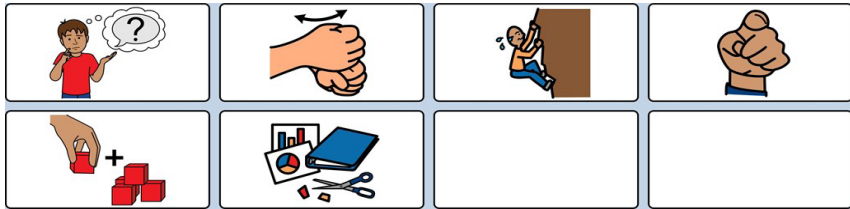
How did adding the extension change your game?
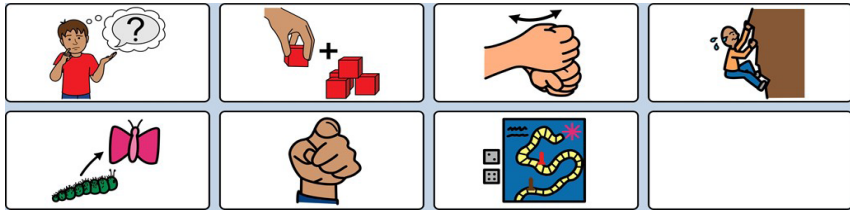
Write the steps for how you added the extensions in your game.
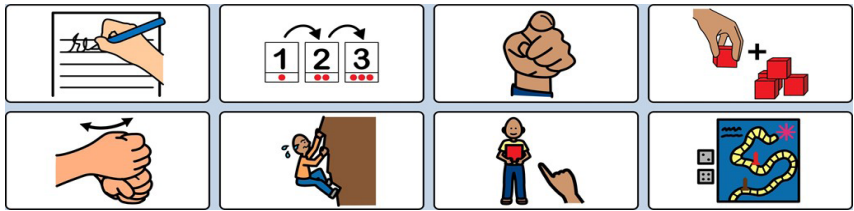
SESSION 5

Which puzzle did you solve?

What was your way for solving the puzzle?

Which puzzle made you think about your game project?

SESSION 6

What was the problem?

How did you find the problem?

How did you fix the problem?