

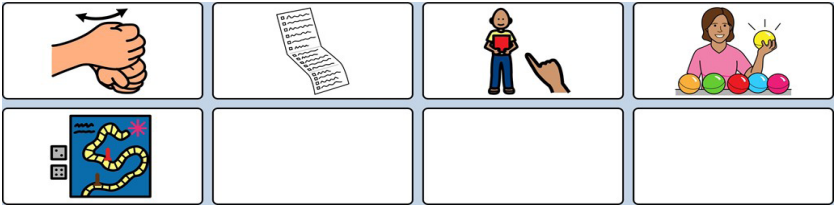
UNIT 4

SESSION 1-4

REFLECTION PROMPTS

SESSION 1

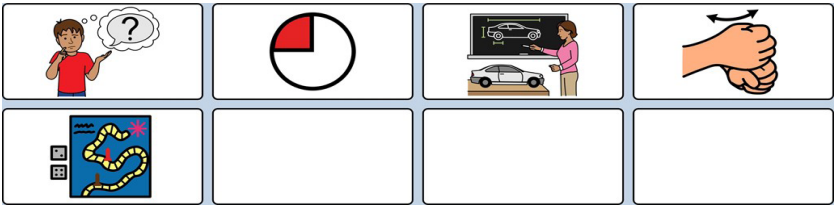
Make a list of your favorite games.



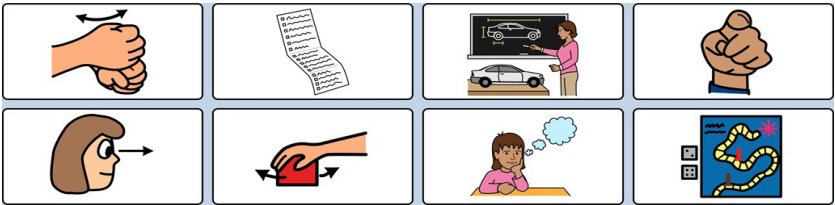
What parts of the games are the same?



What parts of their design make them a game?

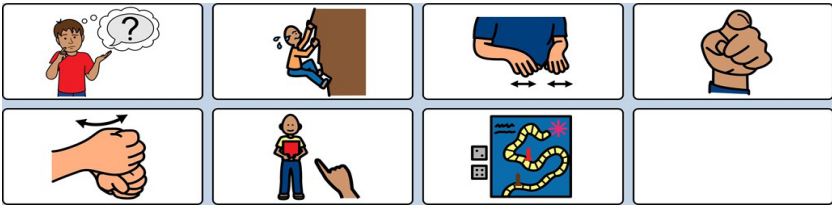


Make a list of design elements (what you see or use) for your dream game.

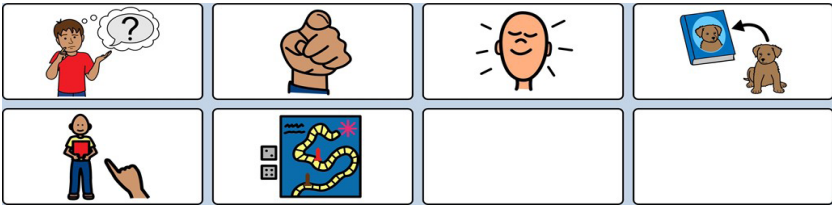


SESSION 2

What was hard to do when you made your game?

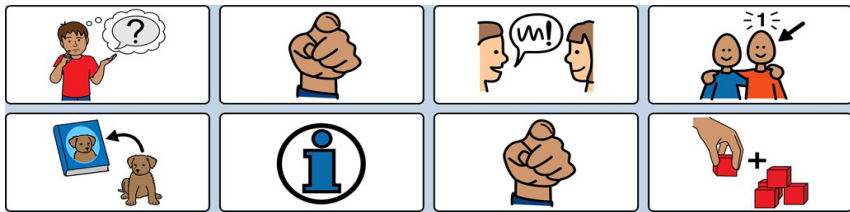


What are you proud of about your game?

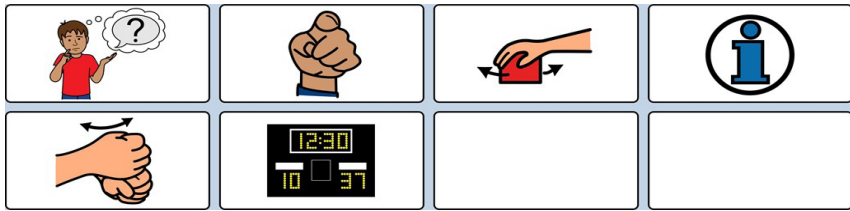


SESSION 3

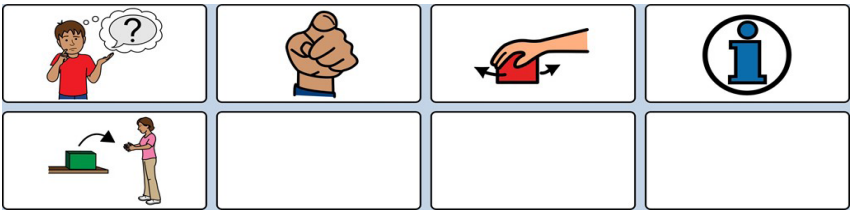
How would you tell a friend about a variable?



How did you use the variable to make your scoreboard?

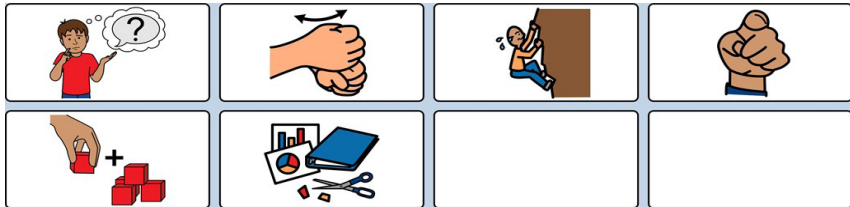


What do you use variables for?

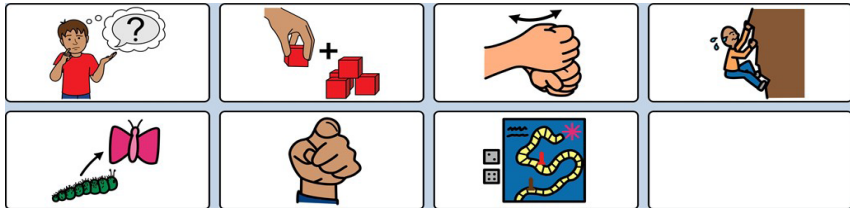


SESSION 4

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.

