Introduction to Scripting in Game Development

1. Define scripting in game development.

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2. List three examples of how scripting is used in games.

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3. Explain the purpose of variables in scripting.

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4. Describe the importance of organizing code into functions.

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5. Create a simple script to move a character in a game.

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# Code Snippets and Exercises

**Exercise 1**: Print “Hello World!”

Code:

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**Exercise 2**: Create a variable named carname and assign the value Volvo to it.

Code:

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**Exercise 3**: Create a variable called z, assign x + y to it, and display the result.

Code:

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**Exercise 4**: Multiply 10 with 5, and print the result.

Code:

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