# Game Design Guide: Graphical Programming

Name: ……
Class: ……

## A letter from the CEO

Welcome, to ClothingSuperstar!

We are an online company that makes and sells eco-friendly clothes for teens. Recently, we have gained HEAPS of popularity, but… our servers can't cope. We don't want to lose business, and our marketing team thought it would be awesome if while our servers were overloaded, we redirect customers to an online waiting room. In this online waiting room, we want to have some games to keep our customers entertained. That's where you come in!

Here are some helpful facts about our company and the waiting room:

- We have no experience in game development
- The average waiting room time is 3-8 minutes
- Our clothing range is most popular amongst 13-18 year olds
- All our clothes are eco-friendly and colourful
- Most people access our website on a laptop or desktop computer
- The game should be playable for 1, 2 or 3 players - you can choose how many

Please design a game for us to put in our waiting room!

I'm excited to see your ideas,

C. S.

# Part 1: Task Outline

| Based on the case study, what is ClothingSuperstar asking you to accomplish? |
| --- |
| |

| Who is your target audience for the game? |
| --- |
| |

| What are 3 things to consider when designing and building the game? |
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| |

| Brainstorm (with a friend or two if you like) at least 3 ideas for a game you could build.<br>Remember: you will have to build this game by yourself!<br>Use the space on the next page to take notes, then summarize 3 ideas here. |
| --- |
| |

| Choose one of your ideas from above and fill in the following. | |
| --- | --- |
| What is the objective of your game? | |
| How many players will the game be designed for? | |
| How will the players know they have won? | |
| How will the players know they have lost? | |

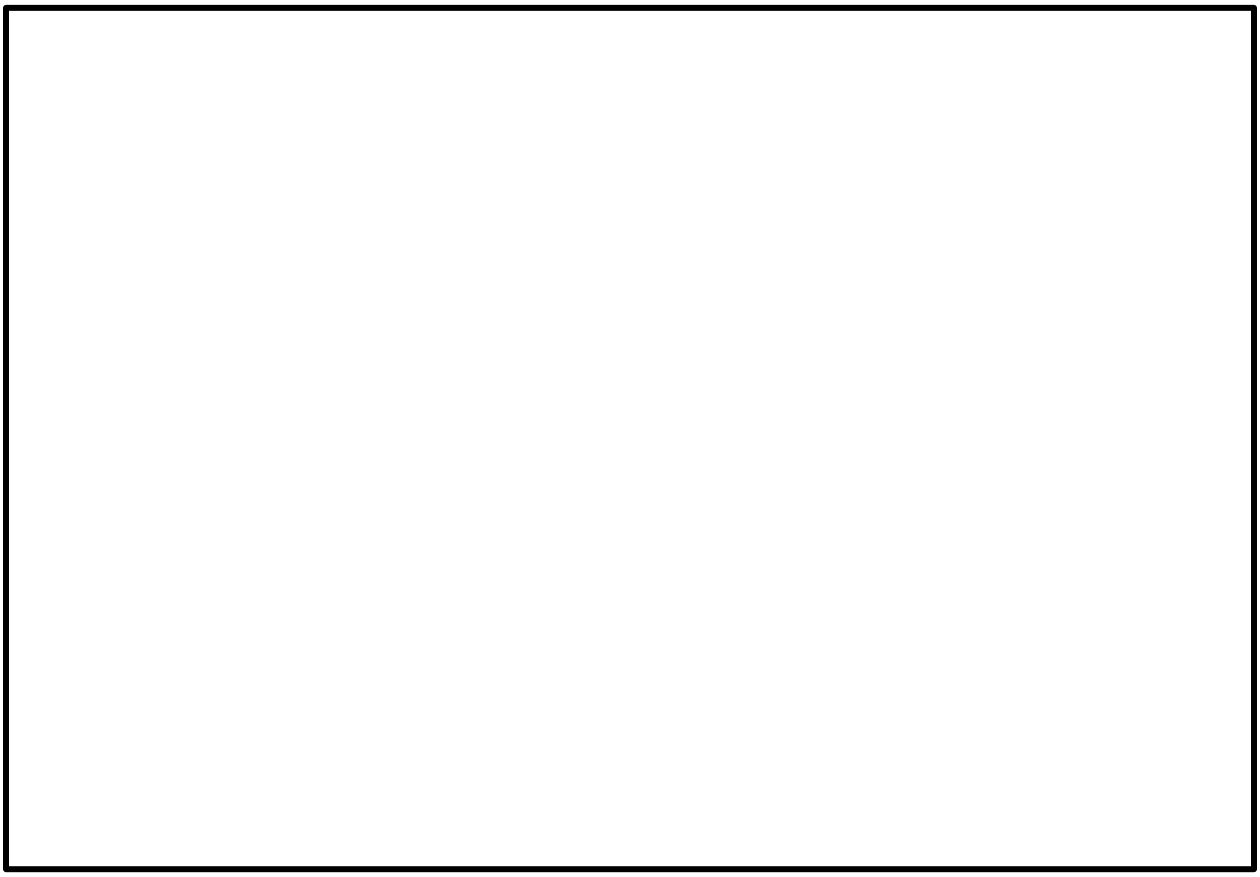
| What are some challenges you might face when building this game? |
| --- |
| |

Brainstorming: Write down some ideas here

## Part 2: Scene Design

ClothingSuperstar mentioned that they love colourful clothing, so it makes sense to include this philosophy into the game!

Use any method, or this template, to sketch your scene design. Then, create it using code in the setScene() function in the code template.



# Part 3: Character Design

For each character in your game, fill out the table below by answering the questions.

NOTE: you will need to copy and paste the table below if you have more than two characters in your game.

Once the table is complete, add the character(s) to the template code by loading the sprite, drawing the sprite, and adding the controls.

| Character 1 - Main Character | |
|---|---|
| Insert the Emoji you'll need in the box →<br><br>Make sure you make it the size you want it to be in your game. | <insert your emoji here><br><br>**Emoji size:** |
| Keyboard Controls<br><br>Will this character be controllable by a player or the computer?<br><br>If it is player controlled, what static variables will you need?<br><br>If it is computer controlled, how will it move? | |
| Will the character be able to leave the screen? | |
| What Sprite should you use to load the character into the game? | |
| Where will this character start when the game loads? | |
| Is .moveBy(...) or .moveTo(...) more appropriate to control your character? | |

| Character 2 - _____ | |
|---|---|
| Paste the Emoji you'll need in the box →<br><br>Make sure you make it the size you want it to be in your game. | <insert your emoji here><br><br>**Emoji size:** |
| Keyboard Controls<br><br>Will this character be controllable by a player or the computer?<br><br>If it is player controlled, what variables will you need?<br><br>If it is computer controlled, how will it move? | |
| Will the character be able to leave the screen? | |
| What Sprite should you use to load the character into the game? | |
| Where will this character start when the game loads? | |
| Is .moveBy(...) or .moveTo(...) more appropriate to control your character? | |

# Part 4: Game Logic

**Before coding** the final objective into your game, you should **draw a flowchart** of how your game will run.

See the example flowchart for '*Subsonic - The Game*'.

You should **create a similar flowchart** before you continue and finish your game!