

06 Game Project Intro

Description

Students will apply what they have learned so far to create a game where a player sprite avoid an obstacle sprite. In this lesson students will plan their game then begin to implement it. Additional time could be given in future classes or the game could be completed as homework.

Objectives

- I can use p5 and the p5.play library to build a browser based video game.
- I can use conditional statements to create win/lose scenarios and check for sprite collisions.

Brain-Starter (5 min)

Turn and Talk: What makes a good game?

Chart student responses. Ask them to be as specific as possible.

Project Brief (5 min)

Have students read the [assignment](#) brief below.

Allow time for students to ask any questions regarding the project.

Planning (10 min)

Show students finished [example](#).

Say:

“This game looks simple! But you will have to use everything you have learned so far about p5 play to create it.”

You will have a few choices in your game design.

- Obstacles come from the top or from the side.
- You can change the appearance of any and all sprites.
- Decide whether you want mouse or keyboard control.

Say: “Spend a few minutes deciding what you want your game to be. Then create a quick sketch of how your game will be on the [note catcher](#) below.”

Work Time! (40 min)

Provide students with a template for starting their game.

Starter Code - [Low Scaffold](#) | [High Scaffold](#)

[Possible Solution](#)