# Lesson 6:

**Game design**

Design a game as per your imagination.

**Actions required:**

* Open the given link-https://studio.code.org/projects/playlab/8-SDHw8BJ-6ZKyzPpU-u2svqi0MzC-wXtqHAnQuogTk
* Click on how it works
* Click on Remix
* Add the blocks for your game design
* Save the project by clicking on Rename
* Click on share to get the link of the project and upload this link in your dashboard.

One example is given below: Dragon has attacked the city with red fireballs. Warrior Ninja is trying to save the city. Every time Ninja touches the Dragon, it scores a point. But every time the Ninja touches the red fireballs, it loses a point. Design a game to score maximum points.

Hint:

* Create sprites Dinosaur and Ninja in a city background
* Add events up/down/right/left for Ninja’s movements
* Move Dinosaur in a repeat forever block random direction with 300 pixels to make the game unpredictable
* Make changes in the score using when touches blocks. Here following points need to be remembered
  + Score change
  + Play sound
  + Vanish actors
  + Time gap
  + Bringing back the actor

