Game On Challenge

Design Your Own Video Game

We live in exciting times—our world is constantly changing and depends heavily on technology. We use it every day for learning things at school, looking up information on Google, and for fun, especially if you are into playing video games.

This event will develop and challenge your ability to design and build an original computer game incorporating a theme and game type using the program Scratch. Knowing *computer programming* is an important skill but getting started can seem scary! When people learn to code in Scratch, they learn strategies for solving problems, designing projects, and communicating ideas.

This competition is open to all 7th and 8th grade students to compete as an individual or with a partner. There will be an opportunity to work on your game at the February campus visit but you should get started now! The final competition will be held at the April campus visit. **We have Chromebooks you can borrow if you need to!**

The Game On Challenge:

Create 3 mini-games and a short story so that a player must collect a certain number of tokens in a certain amount of time at an amusement park.

- Start by asking yourself, what makes a good game
- Brand new to scratch? Complete the activities in the *Getting Started with Scratch Guide* (PDF is posted on Moodle)
- Next, jump into *Code Your Own Games!* And start playing around! Your teacher will have a copy for you. We have selected some games from that will help you learn some important parts of video games like keeping score and having multiple lives!
  - *You must design the following games: Hungry Cat, Dog and Bone, Catch the Donut, Catch the Pizza or Ping Pong, and Penguin Jumper.*
  - There will be some activities on Moodle to help you keep track of this progress for us.
- Begin to brainstorm your 3 mini games keeping in mind what you think makes a good video game and some of the fun features you have explored in Scratch. Are there certain actions or parts of your games you are not sure how to implement? Start to make a list.
- Begin to draft the story that will tie your three mini games together in a challenge for the player!
- JUMP in and start making your mini games!

Win an iPad!

Commented [WU1]: Should we make all of this into a separate documents and provide space and prompts for them to fill things in? Do we have it so someone 'signs off' on those things as they are done?

Commented [D2]: I think this is a good idea. It sets specific tasks and then has some documentation for someone to check to verify that progress has been made