

Bristol 2030!

Think about what Bristol might be like in 13 years time.

Will we all be in self-driving cars? Will all our power come from renewable sources? What will the weather be like? Will we all have robot assistants?

Pick one idea, and then build a game to show that idea.

Game Design

1. Think of a fun objective for your game
 - a. collect or catch things (e.g. gathering sun/wind for a renewable energy game)
 - b. navigate a maze / journey (e.g. Day in the Life... with decisions that affect later story)
2. Think about progression; how will the game get harder at each level (aim for 4 levels)
 - a. perhaps as people use more gadgets, you need to collect more energy
 - b. perhaps you have less time to do each level or the maze, or obstacles move faster, or puzzles are more complex...
3. Produce a storyboard
 - a. identify the key sprites for each level
 - b. list what you want to happen & how it gets harder
4. Produce your Sprites & Backgrounds
 - a. don't forget a welcome / instruction screen
 - b. don't forget a game over screen
5. Write your code!
 - a. use the CodeClub projects as examples of how to achieve things
6. Test with your friends!



MAKING OUR DIGITAL FUTURE

Competition Diary - Deadline 1st July 2017

Rules:

1. Build your own game that incorporates the theme successfully
2. You must include an evaluation and feedback form
3. You must include a poster of how to build your game (see template)

Date	Comments	Actions



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Feedback form

Name of test buddy		
	Player Feedback	Designer's Response
Design - do you know what you should be doing (and why)?		
Playability - is the game easy to play and understand?		
Challenge - is the game presenting enough challenge to make you want to play it again?		
Other comments to help with the development of this game		

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