

# Game Design Worksheet

Designed by: \_\_\_\_\_

## Background

The Game takes place \_\_\_\_\_  
(In space? The desert? A mall? Underground?)

## The Player

The Player is a \_\_\_\_\_

The Player moves up, down, left & right when user presses arrow keys

## The Goal

The Goal is a \_\_\_\_\_

The Goal moves around screen automatically

If the Player touches the Goal then \_\_\_\_\_

## The Enemy

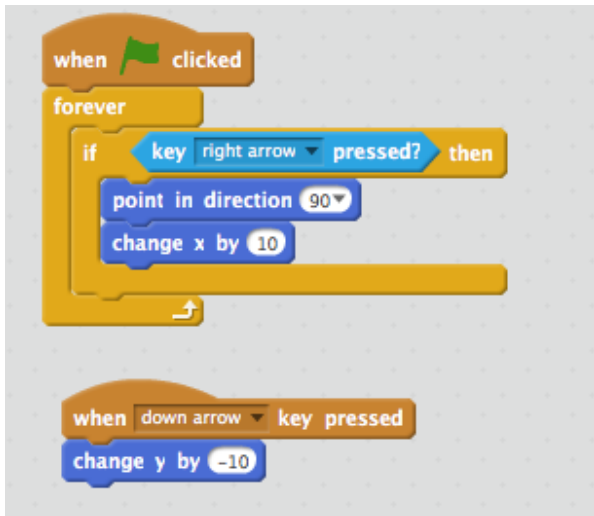
The Enemy is a \_\_\_\_\_

The Enemy moves around screen automatically

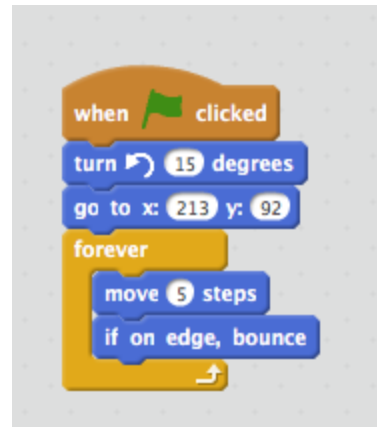
If the Player touches the Enemy then \_\_\_\_\_

## Scratch Coding Hints

Move player character with arrow keys



“Random” movement around screen



If Player touching \_\_\_\_\_, then \_\_\_\_\_

