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

```
when clicked

forever

if key right arrow pressed? then

point in direction 90 change x by 10

when down arrow key pressed

change y by -10
```

```
when clicked

turn 15 degrees

go to x: 213 y: 92

forever

move 5 steps

if on edge, bounce
```

If Player touching _____, then ____

```
when clicked

forever

if touching Bat2 ? then

broadcast lose v

stop this script v

if touching Creature1 ? then

broadcast win v

stop this script v
```

```
when I receive win very switch costume to creature1-c very say Hurray! for 2 secs
```