

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

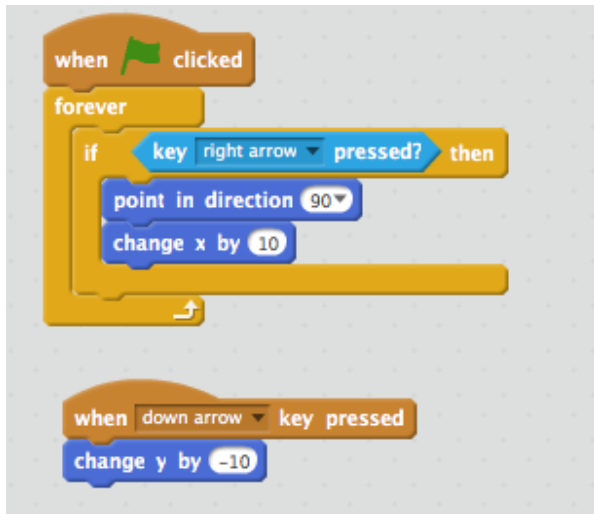
The Enemy is a _____

The Enemy moves around screen automatically

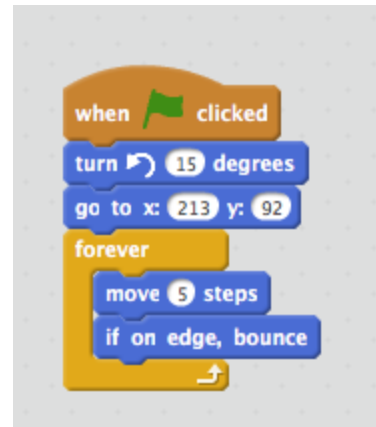
If the Player touches the Enemy then _____

Scratch Coding Hints

Move player character with arrow keys



“Random” movement around screen



If Player touching _____, then _____

