

Historical Fiction Video Game Design Journal



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Reflection 1

1. What are 5 situations where you use instructions?

How to jump we know how

How to fall down we know how

When the game ends good people

How to go to the game walk or drive

How to go to the next level do good and then loop

2. What are instructions good for? We do good

Instructions are good because it lets the player how to play and the rules of the game.

Reflection 2

1. What are the major components of a video game?

The story, the audio, and the design are the three biggest components art of the video games.

Project Planner

1. A description of the game that I want to create:

The character has to jump over the missiles to stay alive

2. The historical elements of my game includes:

Missiles being shot at JFK by missles

3.. The steps I will take to develop my project:

The way that I am going to program my game is to try things and see if they work or not

4. The resources (e.g. people, sample projects) I already have to develop my project:

I am basing my game off of a game called jetpack joyride

5. The resources (e.g. people, sample projects) I might need to develop my project:

I will need to research which blocks to use for my game

Reflection 3

1. What type of game are you building?

I am building a game like jetpack joyride and pitfall

2. How might you want to change the game if given more time?

I might want to make a third level and making the third level harder than levels one and two

Reflection 4

1. Describe how you built your project a little bit at a time.

I worked a little at a time by using different codes and trial and error

2. What different things did you try out as you went along with your project?

I used different methods

3. What revisions did you make and why did you make them?

I made multiple revisions by changing the instructions

4. Describe different paths you explored in your project.

I went down different paths during, such as only doing one level, but then ended up using two levels

Reflection 5

1. What was a challenge you overcame in your project?

First, I didn't know how to make my character jump and come down

2. What is something you still want to figure out?

I want to add another level with my character able to move right and left

Reflection 6

1. How did you decide what sprites were needed, and what each should do?

I used my historical fiction character to create sprites

2. How did you organize the scripts of your sprites into meaningful, easily understandable stacks?

I organized them by trying almost each one and seeing which ones work

Reflection 7

1. How did you adapt part of another project for your project?

I wanted to write another story from JFKS personal view

2. How did you modify an existing project to improve it, or enhance it?

I improved my story by making a new level

3. How did you give credit to people whose work you built on?

I didn't give any credit to people

Reflection 8

1. Describe what happened when you ran your project that was different from what you wanted.

I was pushed myself to make it how I wanted to be

2. Describe how you read through the scripts to find the cause of the problem.

I deleted the script and started all over again

3. Describe how you considered solving the problem.

When that Sprite is working

4. Describe how you made changes and tested to see if they worked.

By playing the game over and over again

Reflection 9

1. What has been your favorite part of this Scratch project?

My favorite part of this project was to learn how to code

2. What are three ideas for something you could work on next

Make it harder

Make more levels

And having multiple character

Reflection 10

What aspects of your project could someone give you feedback on?

I think people will say that it was too easy

So what? (11)

1. What was your process for developing the project?

Trial and error

2. What was interesting, challenging, and surprising? Why? What did you learn?

I learned that coders are very talented people

Interesting: that there are people that do this all day to make video games

Challenging: Finding the correct blocks

Surprising: It is very hard to make a character go up and down

Now what? (12)

What are you most proud of about your project? What would you change?
What do you want to create next? Why?

I was very proud because I learned how to code

I would make a 3rd level and make it harder

I want to create a maze

I want to create a maze because it looks really fun and I like mazes