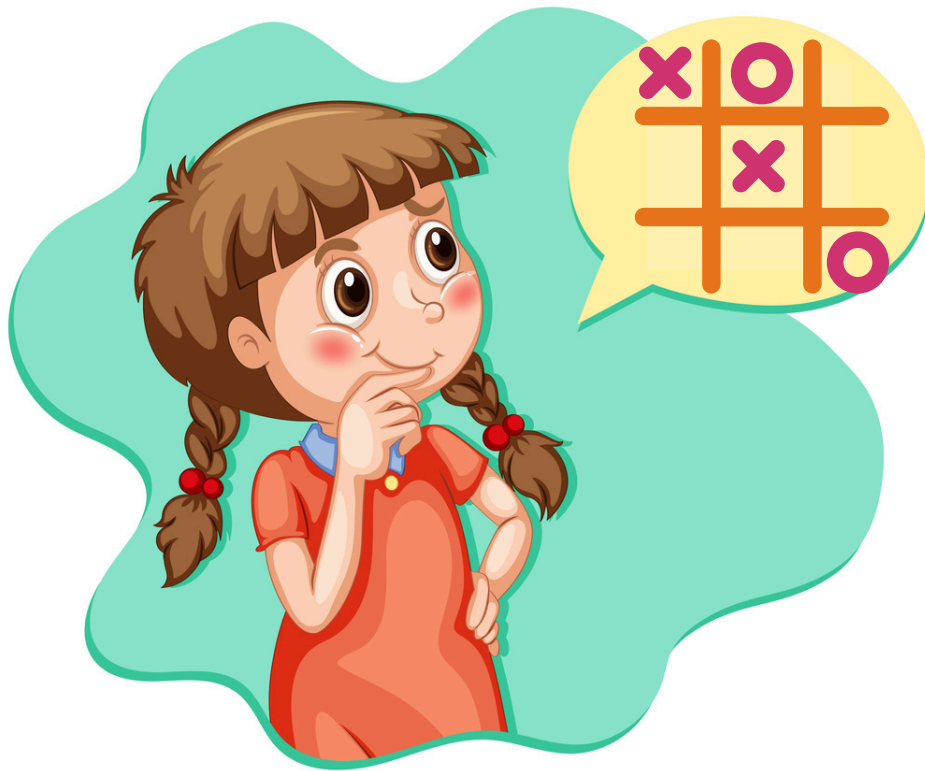




ACTIVITY 6

Create a game

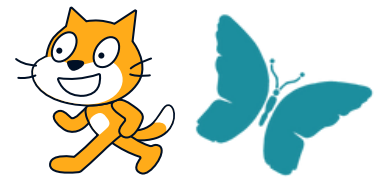


1 Imagine a game for two players

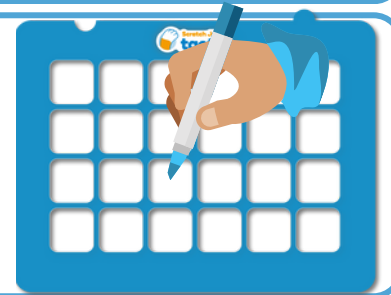


2 Each player has a character and a goal

For example the "cat" must catch the "butterfly" and the "butterfly must escape"



3 You can draw a background with objects or obstacles



4 Each player programs his or her character and then moves it, taking turns



Ideas:

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- An idea: the characters can be programmed and moved one after the other or they can be programmed at the same time in a secret way, and then show the program and move them. You choose the rules.
- What if each player has two characters? What if there are 3 or 4 players? What if there are objects in the game that interact with the characters?



Another idea:



- If you prefer a single-player game, have you thought about making a maze? or a word search? Imagine a challenge... and it's all about programming the solution?
- Remember that you can change the background to make your game go through different scenarios or screens to make it more fun!

