
Possible order for working to create your Scratch Video Game

1. Create your backgrounds (use your planner; 5-6 backgrounds are needed)
2. Create your buttons: start, instructions (and maybe a 'play again' button)
3. Create sprites
 - a. For Pong games this is the paddle and ball (possibly bricks too)
 - b. For Snack-Man games this is your main character, ghosts, your maze, and just one piece to be eaten
4. With steps 1-3 done you should be able to program your game so that it will start, the buttons work to go to the game screen.
5. Create your variables: Score and Lives
6. Program the game to use the variables to Win or Lose the game.
7. Set up a button so that players can play again. Either show the start button again or show a new button such as Restart, or Play Again.

That's your basic game. Now it's up to you to go back and make it unique.
Good Luck!

Video Game Planner.

Name: _____

Use this planner to help you organize your thoughts and ideas, and to plan your game. You can always change later if you have different or better ideas.

Type of Game: _____

My Theme: _____

Theme Music: _____

Color Scheme: _____

Character(s): _____

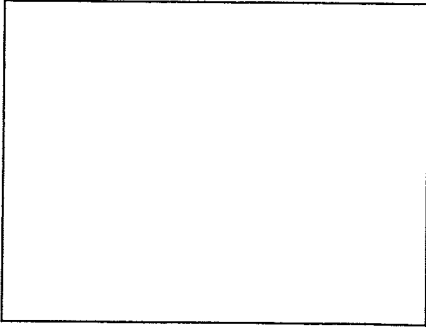
Purpose or mission in the game (collect points, eat all the items):

Players will win when:

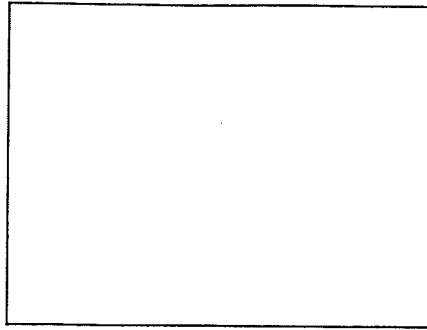
Players will lose when:

How my game will be played, how it works: _____

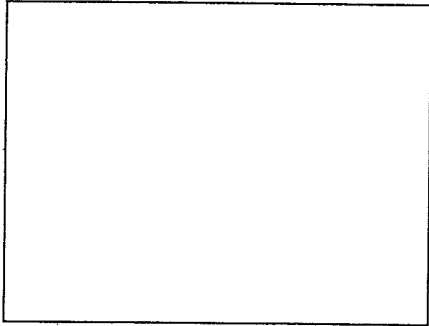
Intro Screen



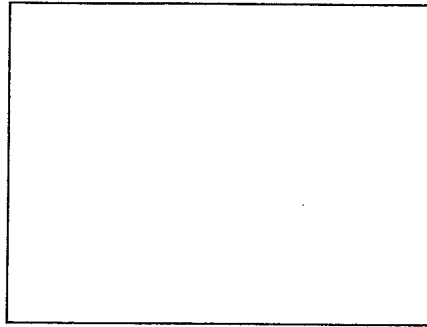
Choice Screen



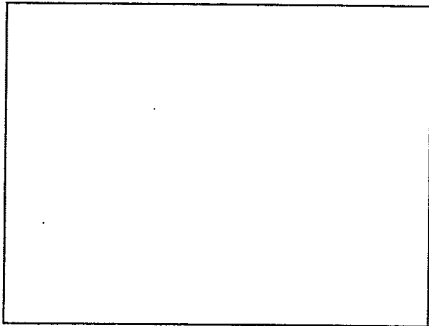
Instruction Screen



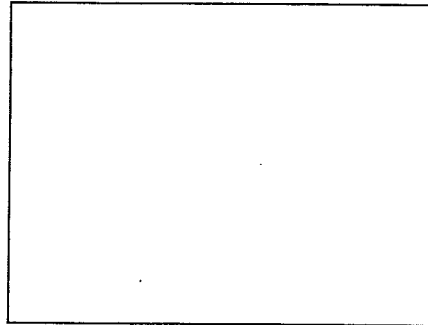
Game Screen(s)



End Screens: Win



Lose



Other Screens

