Possible order for working to create your Scratch Video Game

- Create your backgrounds (use your planner; 5-6 backgrounds are needed)
- 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
- With steps 1-3 done you should be able to program your game so that it wil start, the buttons work to go to the game screen
- Create your variables: Score and Lives
- 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. Good Luck! Now it's up to you to go back and make it unique

Video Game Planner.	Name:	
Use this planner to help you organize your thoughts a later if you have different or better ideas.	nd ideas, and to plan your game.	You can always change
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:		
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Intro Screen		Choice Screen			
Instruction Screen		Game Screen(s)			
:					
End Screens: Win		Lose			
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	_				
Other Screens					
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	Variables are used to keep track of score and/or lives	Sound (30 seconds of sound present in game)	Game Play (parts of the game work as they are supposed to)	Buttons	Background Screens (Intro, Choice, Instructions, Game, and end Screens.	Overall Game	
	Present and working	Present	The Game play works	Present and working	All Parts present	Game goes above and beyond required work.	A (5)
	Present, one part not working		One problem	One part not working	One Part Missing	Game shows effort.	B (4)
		Not present, but other sound is played	Two problems	One or two parts missing or other problem	Two parts missing	The Game is finished and works.	C(3)
	Present but not working		Three Problems		Three parts missing	Game needs work to be complete.	D(2)
			Four or More Problems	No buttons	Four parts missing.		F(1)
	0	0	0	0	0	0	Missing
	Grade x2	Grade x1	Grade x5	Grade x2	Grade x2	Grade x 5	Weight
I otal =	3						Score