



Year 6 – ICT Home Study

Game Development

STEP 1: Play a game on either a phone, tablet, computer, game console for 10 minutes.

STEP 2: Complete the table below:

Name of Game:	<i>eg. Pacman</i>
Aim of Game:	<i>eg. The aim of the game is to eat all the white dots, collect the coins and cherries and not get caught by the ghosts.</i>
Controls used to play the game:	<i>eg. To control pacman I used the arrow keys on my computer.</i>
How does the game get harder?	<i>Eg. Pacman gets harder by releasing more ghosts to avoid.</i>
Are there timers/scores used in the game?	<i>Eg. No timers are used, but you can earn points by eating white dots, cherries and killing ghosts.</i>
3 good features:	<i>eg. 1. Simple to use, 2. Colourful 3. Use of sound</i> 1. 2. 3.
3 bad features:	<i>eg. 1. Can be repetitive, 2. Could become boring, 3. Not challenging</i> 1. 2. 3.
Overall rating:	/10

STEP 3: On a piece of paper draw and design an idea for your own game, think about controls/scores/timers/levels/characters.