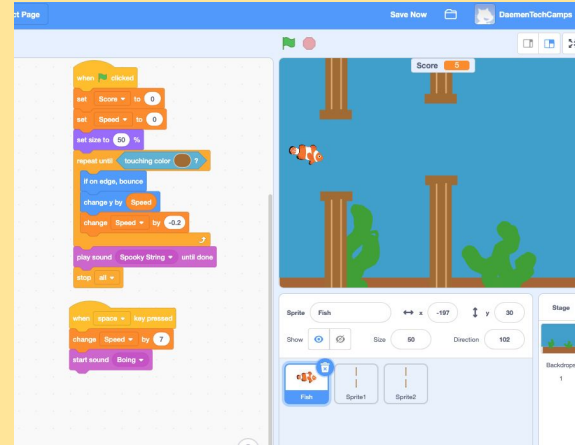




## *Computer Science & Games Programming*

# How much programming have I done before?

Type in the box below what programming you have done. If you've done any, let us know which programs you've used:

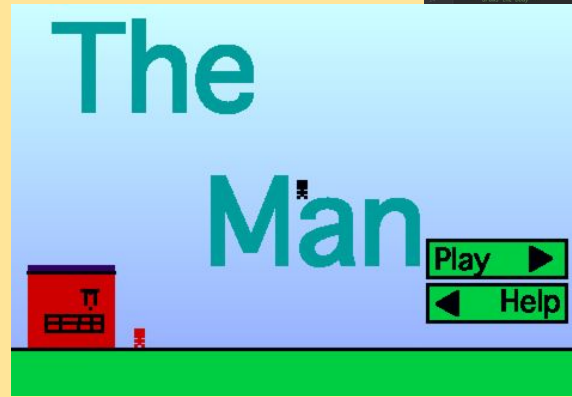
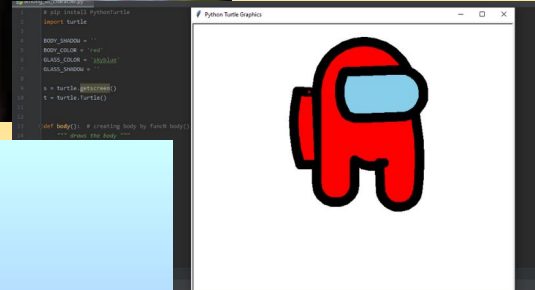


*Answer:*

# What will I be learning?

Throughout your time at Tring School we will cover a range of Computer Science topics & projects. One thing that you will be doing in each year is programming.

- How is programming helpful?
- How will it help me in other subjects?
- What skills will I learn?



# Your Mission....

The Computer Science Dept needs your help!

We need your imagination and creativity to help provide some ideas for our students when programming. You will need to come up with the following:

- A game idea - A brief overview of your game (it can be based off a game/series/film/book you enjoy)
- A controller design - This will need to show which buttons/actions you can use.



# Task 1 - Game Idea (Part 1)

Name of Game:

Genre:

Objective of the game:

Similar Games (You can use these for inspiration too):



# Task 1 - Game Idea (Part 2)



Story Overview:

Main Character:

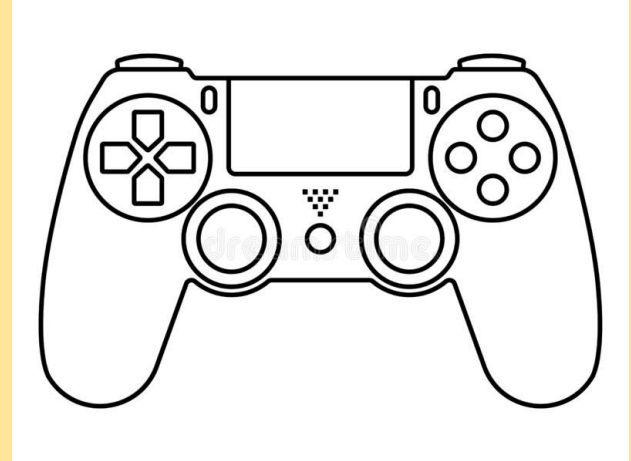
Other Characters:

# Task 2 - Controller Design

On the next 3 Slides there are 3 different controllers.

- Choose 1 (or more) and complete the following designs.
- Label them with the actions that would be performed e.g. X = Jump
- You can colour them in too.

Note - They are on a white background in case you would like to print and then work on them.



## Task 2 - Controller Design (Cont)

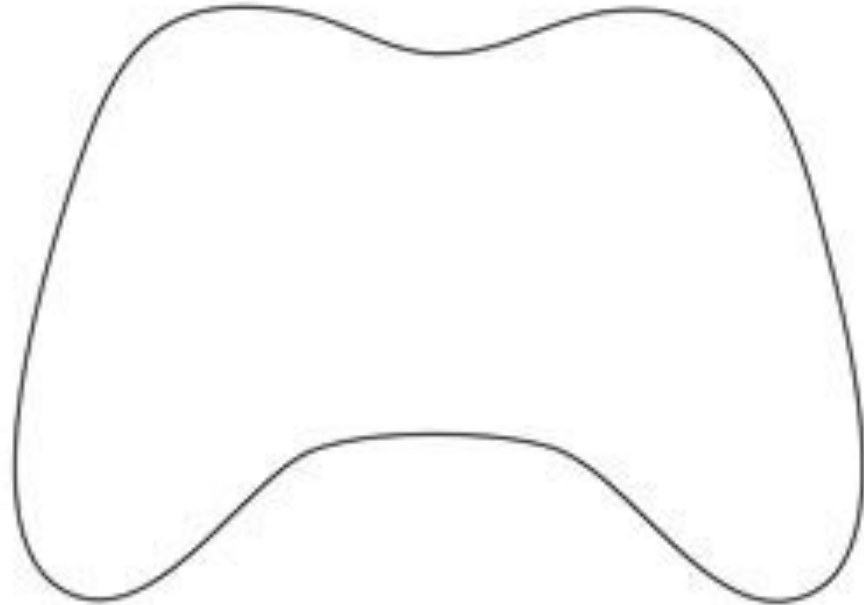




## Task 2 - Controller Design (Cont)



## Task 2 - Controller Design (Cont)



**THANK  
YOU!**

We hope you had fun, and look forward to seeing you soon!