

We are game developers

Developing an interactive game

In this unit you will:

- 1 Think about and plan the type of game you want to develop.
- 2 Create backgrounds and sprites, and record sound effects, dialogue (and possibly backing music) for your game.
- 3 Start programming your game.
- 4 Correct the problems (bugs) in your game.
- 5 Test your game and receive feedback on it.
- 6 Write instructions and publish your game.

Word bank

algorithm

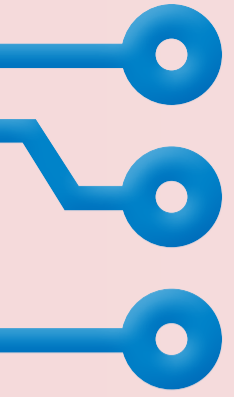
debugging

code

programming

sprites

storyboard



How we program

The process of iterative development

