



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

- ✓ Plan a game idea ✓ Break it into scripts ✓ Reuse patterns you learned ✓ Test and improve



Section A • Concept Check

• BEGINNER

4 × 1 = 4

- 1** First step of designing a game:
☐ A. plan the idea/rules ☐ B. add 50 sprites
☐ C. record sounds ☐ D. publish
- 2** Big projects should be built:
☐ A. all at once ☐ B. one small piece at a time
☐ C. without testing ☐ D. by copying only
- 3** Finding and fixing problems is called:
☐ A. debugging ☐ B. decorating
☐ C. broadcasting ☐ D. cloning
- 4** Player feedback helps you:
☐ A. improve the game ☐ B. delete it
☐ C. hide sprites ☐ D. stop testing



Section B • Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

- 5** A short description of your game is its _____
- 6** Test after _____ change you make.
- 7** List 3 things every game plan needs.

- 8** Your sprite won't move – name 2 things to check.

- 9** Why start with a simple version first?



Section C • Challenge

• CHALLENGE

5

- 10** Name two patterns from earlier lessons you can reuse.

Reflection — the most useful thing I learned: _____

A ___/4 B ___/11 C ___/5 Total ___/20

Teacher's Signature _____

Parent's Signature _____

✂ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-A 2-B 3-A 4-A | 5 plan/idea 6 every/each 7 = Goal/rules, player controls, win-lose condition
 8 = Is the script attached to the right sprite? Correct event block? 9 = Get it working, then add features - easier to debug | 10 = Score variables, key-press movement, touching detection, clones

