








**Computing** **Unit 5.5 – Game Creator** **Year 5**

**Key Learning**

|                                     |
|-------------------------------------|
| To set the scene.                   |
| To create the game environment.     |
| To create the game quest.           |
| To finish and share the game.       |
| To evaluate their and peers' games. |

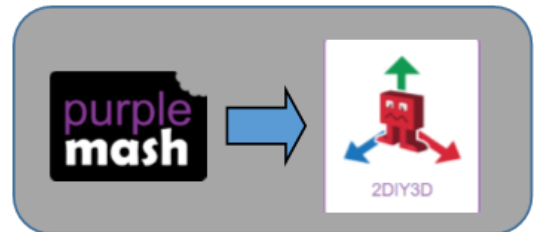
**Key Images**

|   |   |
|---|---|
| Open the main menu                          |    |
| Change the settings of your game            |    |
| Add images to your game                     |    |
| Insert treasure into you game               |    |
| Insert enemies into your game               |    |
| Drag to set the start position of your game |  |
| Play your game                              |  |

**Key Vocabulary**

|                      |   |
|----------------------|---|
| <b>Animation</b>     | Creating an illusion of movement.   |
| <b>Computer game</b> | A game played using a computer, typically a video game.   |
| <b>Customise</b>     | Modify (something) to suit an individual or task.   |
| <b>Evaluation</b>    | The making of a judgement about the value of something.   |
| <b>Image</b>         | In this case, a picture displayed on the computer screen.   |
| <b>Instructions</b>  | Detailed information about how something should be done or operated   |
| <b>Interactive</b>   | Responding to a user's input on a computer or device.   |
| <b>Screenshot</b>    | An image of the data displayed on the screen of a computer or mobile device.  |
| <b>Texture</b>       | High frequency detail or colour information on a computer-generated graphic.  |
| <b>Perspective</b>   | Representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other. |
| <b>Playability</b>   | A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.  |

**Key Resources**



**Key Questions**

|   |  |
|---|--|
| <b>What is the 2DIY3D tool on Purple Mash?</b>                | 2DIY 3D allows users to create a playing area, such as a maze, in 2D and then turn it into a 3D computer game. The aim is to avoid the 'baddies' and collect 'treasure'.           |
| <b>What makes a good computer game?</b>                       | A good game designer gives the player continuous challenges in a visually stimulating environment, each of which leads to another challenge, to keep the game challenging and fun. |
| <b>Why is it important to continually evaluate your game?</b> | Evaluating your game as you make it allows you to think about ways in which it can be improved. Evaluation may also involve the views of other people who play your game.          |