



Please play my game CHOMP and then fill in your Gameplan

<http://www.techxellenttraining.com.au/downloads.html#gamemaking>

My Game Name.....*CHOMP*.....by.....*Sue Inness 2011*.....

My game is a (Tick at least 1) - Maze type chase type Destroy type create things win things find things race things

answer things build things avoid things other – Describe.....



SETTING -(ROOM) Describe the first setting (scene) for your game e.g. a maze in outer space with planets in it

A maze with walls and an exit at the far side.

CHARACTERS – (SPRITES) Describe the players in your game i.e. who is moving, who is the target /baddie, or any other objects your character interacts with or needs to avoid or hit e.g. like comets, aliens, my spaceship

The player – Chomper



The chaser – Giant Potato Chip



The food- good food and bad food

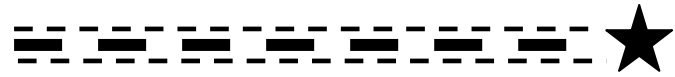


ACTION – (EVENTS) Describe how the characters interact and move eg. Who is avoiding, chasing, destroying etc



The game concept is to create a healthy eating game where eating the right foods is rewarded and bad foods loses the game

- *To identify good and bad foods the Chomper has to answer questions*
- *The Potato Chip chases the Chomper.*
- *The Chomper tries to get through the maze eating only good foods and exits the maze without the potato chip catching it*
- *The chomper changes it's sprite as you control it with your keyboard arrows. Both the Potato Chip and chomper are animated.*
- *The Potato Chip automatically chases the chomper and avoids the walls*
- *Each time the Chomper hits food a question pops up and the scoring is linked to the answer.*



SCORING- Based on the action in your game described above , what happens in the game to score points or move up a level. Eg. My spaceship destroys alien spaceships and lands safely on a planet. Note : your game may have many levels depending on how fast you work

Chomper hits food and answers the question correctly

How many points for each action.

5		
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Chomper gets to maze exit

How many points to go up a level.

exit

SCORING- Based on the action in your game described above , what happens in the game to lose points and re-start the game. E.g. My spaceship is hit by alien fire or a comet or I hit a planet. Note : your game may have many levels depending on how fast you work

Potato Chip catches the Chomper - Chomper and Chip return to start of Maze

Chomper hits food and answers the question wrongly

How many points for each action.

-5		
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How many points to restart game/go back a level

30

DESCRIBE YOUR GAME- This is the description of the game , rules and how to play that players will read in your game instructions (see CHOMP instructions)

HOW TO PLAY CHOMP

Move the Chomper around the maze using your keyboard arrows and try to exit the maze without the giant potato chip running you down! Each time you get run down you must start the maze again. As you run through the maze you will be stopped at various foods and asked a question, depending on your answer you will either earn or loose points, run over all the foods before exiting the maze to gain maximum points but watch out for the chip!