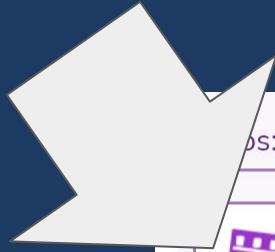
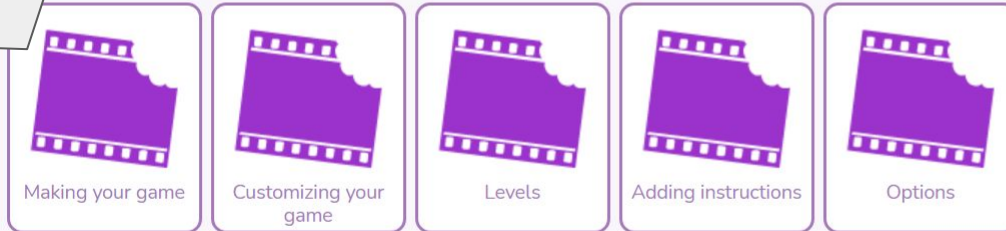


# Creating a virtual game...

Watch this video first because it will help you create a simple game.



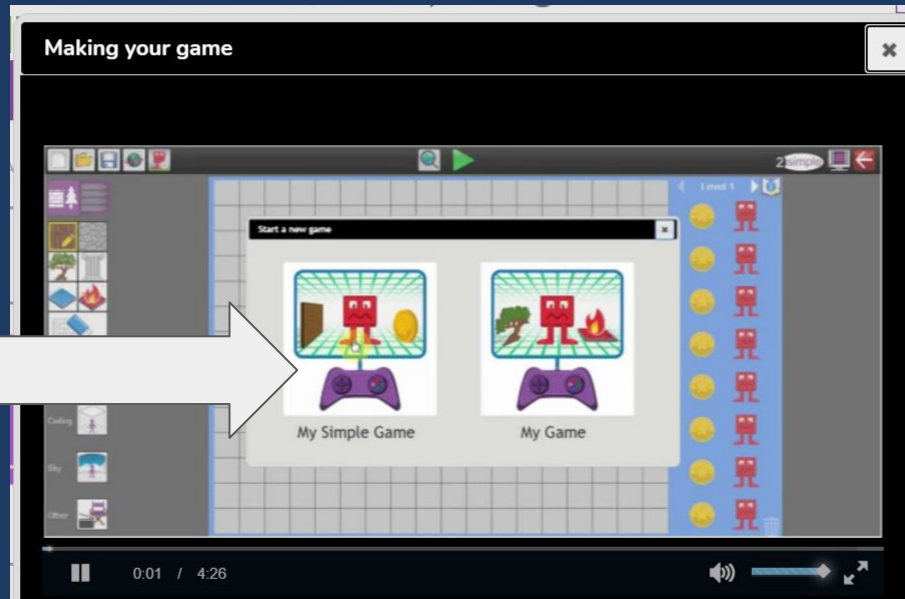
Steps:



Watch these videos to help you create your own game!

# Creating a virtual game...

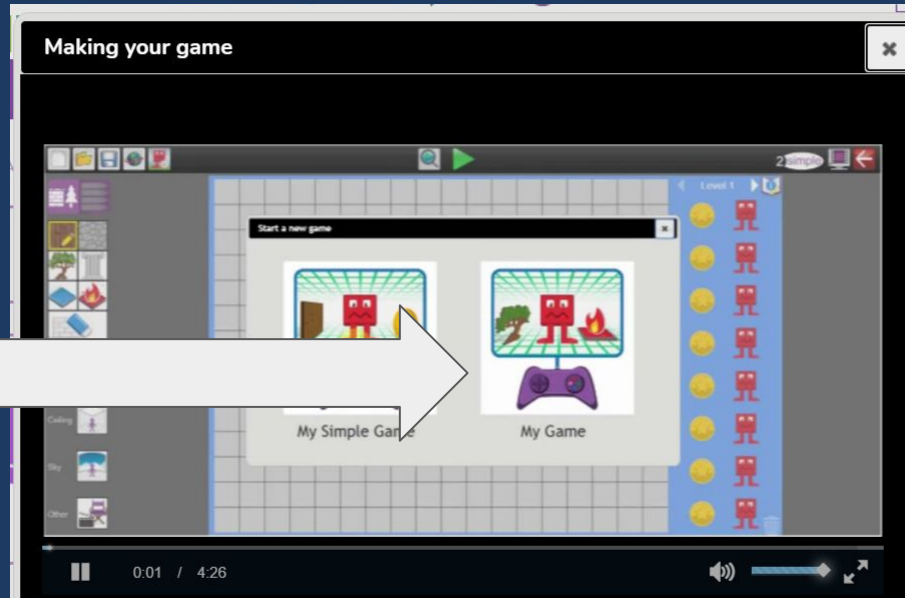
Your task is to create  
a simple game.



# Creating a virtual game...

Once you are familiar with the features you are to follow your design plan and create your own game.

Remember to save and share with me.



Remember to use your planning sheet to help you!

# Design your own game...

The screenshot displays a software interface for game design. At the top, there is a toolbar with icons for a menu, text formatting (A), undo, redo, a scene preview (triangle, circle, square, house), a graduation cap, a question mark, a search magnifying glass, and a back arrow. On the left, a 'Think about' sidebar lists planning prompts: 'Setting the scene', 'Instructions', 'Quest objects', 'Baddies', 'Advertising slogan', 'Obstacles/walls', and 'Sky/background'. The central workspace is a grid-based 'Game Design Planner' with a purple header. It contains a text box for 'Setting the scene' with the prompt 'Write in here..', followed by a section for 'Upload some ideas for graphics.' showing three placeholder images with green up arrows. A green arrow points from the bottom of the planner to the right. On the right, a 'ClipArt' panel with a blue header shows a search dropdown set to 'computer game'. It displays a grid of various icons: a green apple with the number 1, a blue bomb, a red robot, a gold coin, a red fish, a blue diamond, a dark blue cloud, a red car, a rock, and a 10kg weight. At the bottom right of the clipart panel are a red 'X' and a green '+' icon.