Lesson 27: Using the Game Design Process

Overview

Question of the Day: How can the problem-solving process help programmers to manage large projects?

In this multi-day lesson, you will use the problem-solving process to create a platform jumper game!

Resources

- **Planning Your Platform Game** - Activity Guide ▾ Make a Copy

Levels

1   Sample Platform Jumper Game

2   Build a Platform Jumper

3-6   Platform Jumper - Background and Variables

    3   4   5   6

7-9   Platform Jumper - Platforms

    7   8   9

10-12   Platform Jumper - Items

    10   11   12

13-16   Platform Jumper - Player

    13   14   15   16

17   Platform Jumper Review

18   Challenges