STUDYZONE TV

Scan the code or use the lesson ID to access this lesson online.

Name:_____   Date:_____

I can use my debugging skills to improve the gameplay of a game | LessonID: 171

As part of our debugging, it's important we make sure our games are fun to play. Part of this involves making sure they are not too easy and not too difficult.

Here are links to two games; one is far too difficult and the other is far too easy. Carefully open each game and work out what needs to be changed to fix the gameplay.

Game 1
scratch.mit.edu/projects/21819757/
Click 'See inside' to open the project.

See inside

☐ This game is too easy
☐ This game is too hard

Describe the gameplay of this game:

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Game 2
scratch.mit.edu/projects/21821095/
Click 'See inside' to open the project.

See inside

☐ This game is too easy
☐ This game is too hard

Describe the gameplay of this game:

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What did you change to improve the gameplay? How and why did this make a difference?

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