

# Create Your Own Game



*“Congratulations young grasshopper!  
You made tremendous progress in your  
journey to becoming a coding master.”*

You have already learned a variety of different programming concepts by completing the projects that have been assigned to you. Now, it is time to take what you’ve learned and prove that you’re capable of moving onto more complex coding projects. The best way to master the craft of programming, is to create your own games. Designing your own games, without a step by step guide, is an essential way to truly get a grasp of the concepts that have been taught to you so far. Below is a checklist of the required programming concepts that must be included in your game.

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## Required concepts

- |                |                |             |
|----------------|----------------|-------------|
| ★ Variables    | ★ Operators    | ★ Motion    |
| ★ Loops        | ★ Broadcasting | ★ Animation |
| ★ Conditionals | ★ Sensing      |             |

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Just a word of advice, the most effective technique to creating your own game is a well-thought out planning process. Before you start building your game, you must first explain to your sensei what the game is about. For each checklist item, I would like you to write down how this concept will be used in your game.



**Good Luck!**



