We are software developers

Developing a simple educational game

In this unit you will:

1. Plan your educational game.
2. Start programming your game.
3. Add repetition to your game.
   Add a way of keeping score.
4. Add some graphics and sound
   to your game.
5. Add in different levels to your game.
6. Test and review each other's games.

Word bank

debug

input

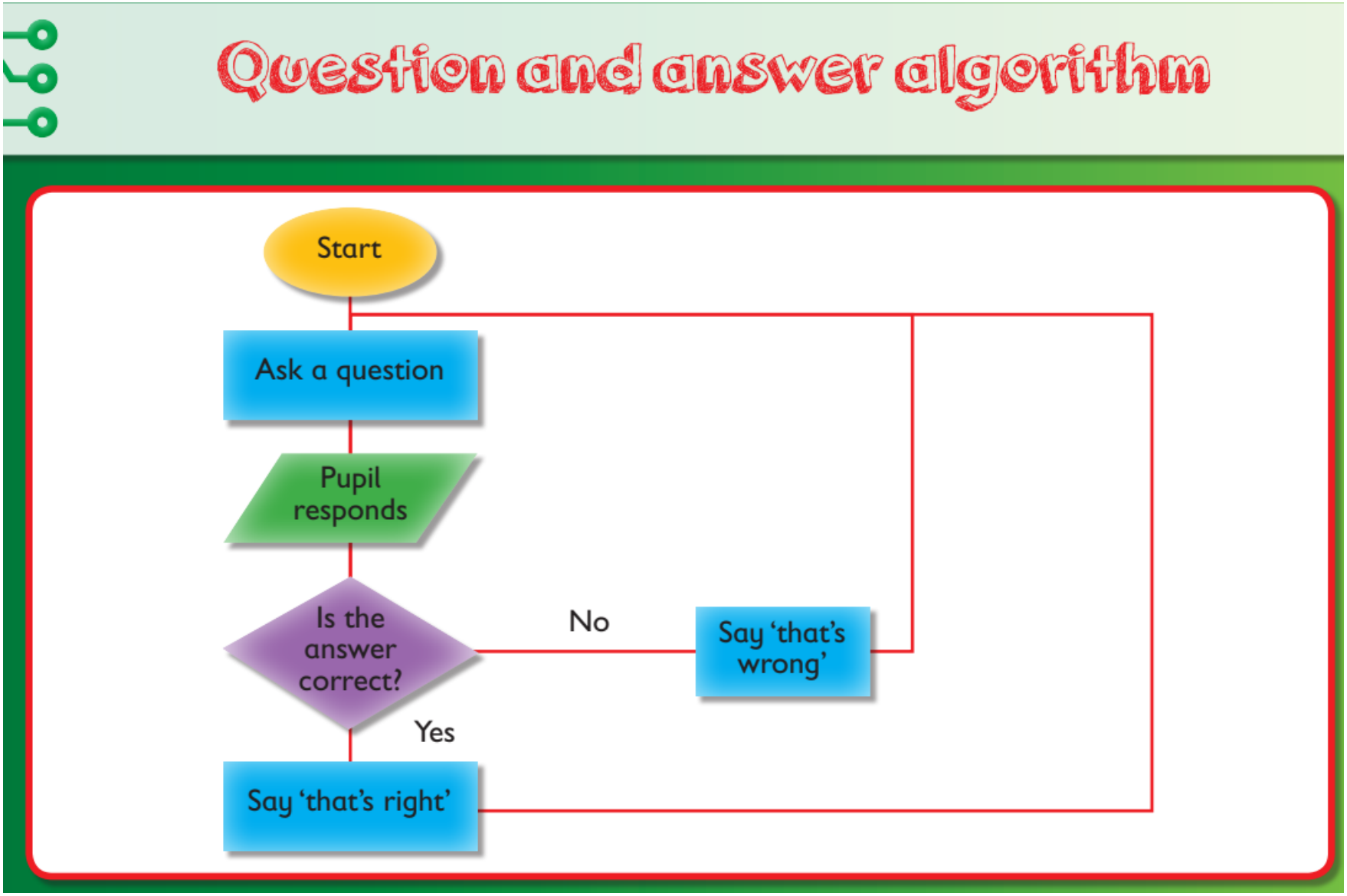
interface

output

program

prototype

repetition

variable

Question and answer algorithm