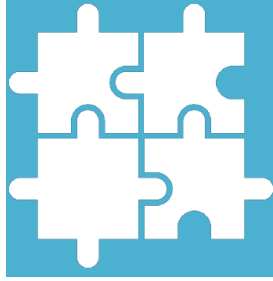


Key vocabulary	
rules	technology
frames	entertaining
photographs	imaginative
creative	interact



Designing our own fun puzzle game

When we make a game, we can combine *text*, and *colour* to make the game look more inviting and interesting.

We can design our own characters, obstacles and power-ups. We need to be imaginative and creative.

We need to test our game in case we need to make improvements.



# Computing – Year 1

## Puzzling Times



<i>rules</i>	a set of instructions to play a game
<i>entertaining</i>	providing enjoyment
<i>creative</i>	using your imagination to create something
<i>character</i>	a person in a game

How can we make sure our game is enjoyable for other people?