Designing for Hope

Design and code a computer game that takes players through steps and past obstacles to achieve one of your hopes. See tutorials on the Scratch site and on YouTube.

⇨ Before you start coding, design your game below. Be as detailed as you can.

	Write down your ideas here. (It's OK if these ideas change! This is just a brainstorm to get you started.)
What is ONE HOPE that you have for your life that will be the goal of your game? (example: go to college, open my own business, make a high school sports team, buy my own car, travel to other countries, etc.)	
What are steps you can take to make that hope a reality?	
What are obstacles you might face in achieving your hope?	
What kind of game could you code to represent your journey to your hope? (for example: chase, clicker, pong, adventure, hide-and-seek, maze, catching, jumping)	
Where will your game take place? (you will need at least three different settings for your game) What are three different background images that could represent the path to your hope?	
How will your player move to the different settings? (what do they need to do or avoid or touch in order to move to the next setting?)	

Think of actions that represent the path to your hope.	
Who is the main player (sprite) in the game? What will it look like? (will you use a photo of yourself? Or someone else you know? Or a sprite from the Scratch sprite collection?)	
What does the player need to do in order to be successful?	
What does the player need to avoid in order to be successful?	
What sound effects would improve your game?	
How does a player "win" (make it to your hope)? What will it look like when you achieve your hope?	
List any other ideas you have for your game...	

-Courtesy of Laura Bradley