

# GameTown Designer/Coder

You are responsible for creating and designing a video game called “Dodgeball”. GameTown will sell playing time to citizens to play the video game while on their break. You will be using the Scratch coding program designed by MIT to create your video game.

## 1. Watch Dodgeball Video

Watch the video located on the computer screen. This will give you an overview of the coding environment and the program. While watching the video, stop the video and look through the Dodgeball manual to see if you can see some of the coding examples talked about in the video.

## 2. Code the Video Game

The **Coding Instructions Manual** will be delivered by Distribution & Delivery. Follow each step closely in the manual. Your coding must be exact in order for the game to work. When your game is complete, play a round to make sure it is working correctly.

## 3. Help Set the Game Price

- a) Work with the CEO to set the price for the customers to pay to play the Dodgeball game. The game time should be priced no less than \$2.00. The CEO will set up the Point of Sale on their iPad.
- b) Citizens will have 2 minutes (or less if they run out energy) to play the game. Please be sure that this is enforced allowing all customers to enjoy playing the Dodgeball game.

## 4. Assist Customers

Assist customers as they come in to purchase game time. Show them how to play the game.

- a) Show the customer how to move Scratchy with the arrow keys.
- b) Tell the customer the rules of the game:
  - i. Points are added for eating the food items.
  - ii. Points are lost for eating the bug.
  - iii. Energy is lost by getting hit with a ball.
  - iv. There is a time limit of 2 minutes if they survive that long.
  - v. The game is over when energy or time is zero.
- c) Stay with your customers until they have completed the game or leave your business. Answer any questions they may have.
- d) When a customer is finished with the game, inform the CEO of their name and score.

## 5. Clean Up

Assist with business clean up at the end of the day.