

Silver - Unit 25 - Developing Computer Games and Puzzles (4 credits)

Developing Computer Games and Puzzles.

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Level 1, Unit 25 - Developing Computer Games and Puzzles (4 credits)

1. 1. Understand the principles of graphic animation.

[1.1 Identify an image as a group of pixels on a screen.](#) [6]

[1.2 Relate the detail there is in an image to the amount of computer memory it takes up.](#) [10]

[1.3 Relate the position of an image on a screen to approximate screen coordinates.](#) [14]

[1.4 Plot and](#)

2. 2. Understand decision making in a games program.

[2.1 Identify places in a working games program where a decision occurs by observing the game running.](#) [7]

[2.2 Identify places in some source code where decisions have been programmed.](#) [11]

[2.3 Write a simple program that makes a decision based on user input.](#) [15]

3. 3. Use story boards to make games specifications

[3.1 Plan a simple game scenario using a provided set of story boards.](#) [8]

[3.2 identify changes in the order of storyboards that can change the game.](#) [12]

[3.3 Use decision cards in a sequence of story boards.](#) [16]

4. 4. Modify existing games code to make changes to a game.

[4.1 Identify places in program source code where a change can be made and predict the outcome.](#) [9]

[4.2 Understand copyright and licensing related to modifying source code.](#) [13]

[remove a series of images on a screen at successive coordinates to make an image that appears to move.](#) [17]

[1.5 Use a programming language to produce animation.](#) [18]

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[Entry Level 2, Unit 7 - Imaging software \(2 credits\) \[48\]](#)

[Level 1, Unit 8 - Using the Internet \(3 credits\) \[49\]](#)

[Level 2, Unit 8 - Using the internet \(4 credits\) \[50\]](#)

[Level 3, Unit 8 - Using the Internet \(5 credits\) \[51\]](#)

[Entry Level 2, Unit 8 - Using ICT Equipment in a Work Place \(2 credits\) \[52\]](#)

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