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.	2. 2. Understand decision making in a games program.	3. 3. Use story boards to make games specifications.	4. 4. Modify existing games code to make changes to a game.
[1.1 Identify an image as a group of pixels on a screen.](#) [6]	[2.1 Identify places in a working games program where a decision occurs by observing the game running.](#) [7]	[3.1 Plan a simple game scenario using a provided set of story boards.](#) [8]	[4.1 Identify places in program source code where a change can be made and predict the outcome.](#) [9]
[1.2 Relate the detail there is in an image to the amount of computer memory it takes up.](#) [10]	[2.2 Identify places in some source code where decisions have been programmed.](#) [11]	[3.2 identify changes in the order of storyboards that can change the game.](#) [12]	[4.2 Understand copyright and licensing related to modifying source code.](#) [13]
[1.3 Relate the position of an image on a screen to approximate screen coordinates.](#) [14]	[2.3 Write a simple program that makes a decision based on user input.](#) [15]	[3.3 Use decision cards in a sequence of story boards.](#) [16]	
[1.4 Plot and			

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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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[183] https://theingots.org/community/sil2u71
[184] https://theingots.org/community/siel3u4
[185] https://theingots.org/community/sil2u72
[186] https://theingots.org/community/siel3u10
[187] https://theingots.org/community/sil2u73
[188] https://theingots.org/community/siel3u14
[189] https://theingots.org/community/sil2u80
[190] https://theingots.org/community/siel3u15
[191] https://theingots.org/community/sil2u81
[192] https://theingots.org/community/siel3u16
[193] https://theingots.org/community/sil2u82
[194] https://theingots.org/community/siel3u20
[195] https://theingots.org/community/sil2u83
[196] https://theingots.org/community/siel3u23
[197] https://theingots.org/community/sil2u84
[198] https://theingots.org/community/siel3u25
[199] https://theingots.org/community/sil2u85
[200] https://theingots.org/community/siel3u26
[201] https://theingots.org/community/siel3u28
[202] https://theingots.org/community/siel3u32