

## Gold - Unit 25 - Developing Computer Games and Puzzles (4 Credits)

### Developing Computer Games and Puzzles.

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## Level 2, Unit 25 - Developing Computer Games and Puzzles (4 credits)

### 1. 1. Understand the principles of graphic animation.

[1.1 Work out the memory needed to store an image from its dimensions and colour depth.](#) [6]

[1.2 Use coordinates to locate an image on a screen with precision.](#) [10]

[1.3 Animate an image by using a simple loop to plot its position at successive coordinates across a screen including](#)

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

[2.1 Describe two ways of making a decision in a computer program.](#) [7]

[2.2 Explain the role of decisions in preventing iterative loops carrying on forever.](#) [11]

[2.3 Write a practical game or puzzle program that requires at least three user decisions.](#) [15]

### 3. 3. Use story boards to make games specifications

[3.1 Devise a set of story boards for a simple game or puzzle.](#) [8]

[3.2 Evaluate the story board plan for a computer game giving constructive feedback.](#) [12]

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

[4.1 Modify an existing game or puzzle to make a new game play.](#) [9]

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

[4.3 Identify and fix bugs in the code of games or puzzles.](#) [16]

[curves.](#) [14]

[1.4 Explain the role of persistence of vision in image animation.](#) [17]

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- [141] <https://theingots.org/community/sil2u30>
- [142] <https://theingots.org/community/sil3u57>
- [143] <https://theingots.org/community/siel2u29>
- [144] <https://theingots.org/community/sil1u31>
- [145] <https://theingots.org/community/sil2u32>
- [146] <https://theingots.org/community/sil3u60>
- [147] <https://theingots.org/community/siel2u32>
- [148] <https://theingots.org/community/sil1u32>
- [149] <https://theingots.org/community/sil2u33>
- [150] <https://theingots.org/community/sil3u61>
- [151] <https://theingots.org/community/siel3u36>
- [152] <https://theingots.org/community/sil1u36>
- [153] <https://theingots.org/community/sil2u34>
- [154] <https://theingots.org/community/sil3u62>
- [155] <https://theingots.org/community/siel3u0reg>
- [156] <https://theingots.org/community/sil1u38>
- [157] <https://theingots.org/community/sil2u35>
- [158] <https://theingots.org/community/sil3u63>
- [159] <https://theingots.org/community/siel3u1>
- [160] <https://theingots.org/community/sil1u39>
- [161] <https://theingots.org/community/sil2u38>

- [162] <https://theingots.org/community/sil3u64>
- [163] <https://theingots.org/community/siel3u2>
- [164] <https://theingots.org/community/sil1u43>
- [165] <https://theingots.org/community/sil2u39>
- [166] <https://theingots.org/community/sil3u65>
- [167] <https://theingots.org/community/siel3u3>
- [168] <https://theingots.org/community/sil1u50>
- [169] <https://theingots.org/community/sil2u43>
- [170] <https://theingots.org/community/sil3u66>
- [171] [https://theingots.org/community/siel3u\\_noprogression\\_1169](https://theingots.org/community/siel3u_noprogression_1169)
- [172] <https://theingots.org/community/sil1u51>
- [173] <https://theingots.org/community/sil2u50>
- [174] <https://theingots.org/community/sil3u67>
- [175] <https://theingots.org/community/siel3u5>
- [176] <https://theingots.org/community/sil1u102>
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- [178] <https://theingots.org/community/siel3u6>
- [179] <https://theingots.org/community/sil1u103>
- [180] <https://theingots.org/community/sil2u70>
- [181] <https://theingots.org/community/siel3u7>
- [182] <https://theingots.org/community/sil1u105>
- [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>
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- [201] <https://theingots.org/community/siel3u28>
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