

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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[Entry Level 1. Unit 12 - Presentation Software \(2 credits\)](#) [63]

[Entry Level 1. Unit 13 - Computer Games Development \(2 credits\)](#) [67]

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[162] <https://theingots.org/community/sil3u65>
[163] <https://theingots.org/community/siel3u2>

[164] <https://theingots.org/community/sil1u43>
[165] <https://theingots.org/community/sil2u39>
[166] <https://theingots.org/community/sil3u66>
[167] <https://theingots.org/community/siel3u3>
[168] <https://theingots.org/community/sil1u50>
[169] <https://theingots.org/community/sil2u43>
[170] <https://theingots.org/community/sil3u67>
[171] https://theingots.org/community/siel3u_noprogression_1169
[172] <https://theingots.org/community/sil1u51>
[173] <https://theingots.org/community/sil2u50>
[174] <https://theingots.org/community/siel3u5>
[175] <https://theingots.org/community/sil1u102>
[176] <https://theingots.org/community/sil2u51>
[177] <https://theingots.org/community/siel3u6>
[178] <https://theingots.org/community/sil1u103>
[179] <https://theingots.org/community/sil2u70>
[180] <https://theingots.org/community/siel3u7>
[181] <https://theingots.org/community/sil1u105>
[182] <https://theingots.org/community/sil2u71>
[183] <https://theingots.org/community/siel3u4>
[184] <https://theingots.org/community/sil2u72>
[185] <https://theingots.org/community/siel3u10>
[186] <https://theingots.org/community/sil2u73>
[187] <https://theingots.org/community/siel3u14>
[188] <https://theingots.org/community/sil2u80>
[189] <https://theingots.org/community/siel3u15>
[190] <https://theingots.org/community/sil2u81>
[191] <https://theingots.org/community/siel3u16>
[192] <https://theingots.org/community/sil2u82>
[193] <https://theingots.org/community/siel3u20>
[194] <https://theingots.org/community/sil2u83>
[195] <https://theingots.org/community/siel3u23>
[196] <https://theingots.org/community/sil2u84>
[197] <https://theingots.org/community/siel3u25>
[198] <https://theingots.org/community/sil2u85>
[199] <https://theingots.org/community/siel3u26>
[200] <https://theingots.org/community/siel3u28>
[201] <https://theingots.org/community/siel3u32>