Game Design Worksheet

Student's Name: <u>STEM Detective Lab</u>   Date: <u>July 2018</u>

Name of Game: <u>Flappy Parrot</u>   Type of Input: <u>Keyboard</u>

Type of Game: <u>Side-Scroller</u>   .

(Shooting, Platform, Arcade, Animation, Side-Scroller, etc)

Goal of the Game: <u>Use the space bar to fly your parrot through the pipes, earning</u>

<u>points as you go.</u>

Rules of the Game: <u>Hit the space bar for the bird to fly higher and watch it fly lower</u>
<u>when you stop. Touch the pipes and you die.</u>

Characters: Draw your sprites in the box below