Game Design Worksheet

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

Name of Game: <u>Table Tennis</u> Type of Input: <u>Keyboard</u>

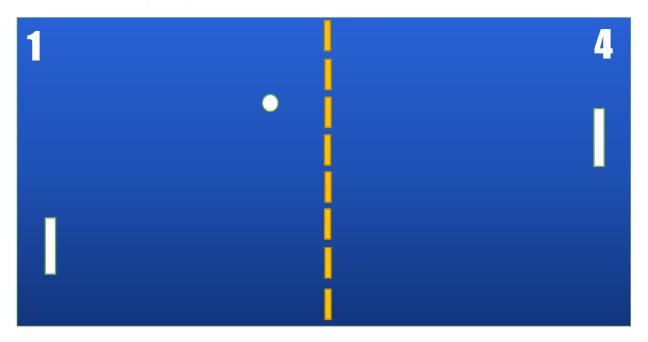
Type of Game: <u>Arcade Game</u>

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

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Goal of the Game: <u>Defeat your opponent at a game of table tennis</u>. <u>Hit the ball</u> <u>past your opponent's paddle but stop the ball from going past yours</u>.

Rules of the Game: <u>Move the paddle up and down to hit the ball past your opponent's</u> paddle. Score 1 point each time you make it past his/her paddle.



Characters: Draw your sprites in the box below