

## Game Design Worksheet

Student's Name: Stem Detective Lab Date: July 2018

Name of Game: Table Tennis Type of Input: Keyboard

Type of Game: Arcade Game.

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

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

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

Characters: Draw your sprites in the box below

