

# Create Your Own Computer Game

## *A Course Outline for the First Five Weeks*

### *In the Form of*

### *Frequently Asked (and Answered) Questions*

#### Week 1

- ◆ What is Microworlds?
- ◆ How do I paint backgrounds and draw on the screen?
- ◆ How do I create and animate characters?
- ◆ What is the course website?
- ◆ What is the first assignment?

#### Week 2

- ◆ What is Microworlds?
- ◆ How do I create and use buttons and sliders?
- ◆ How do I write a procedure?
- ◆ How do I cause something to happen when one character touches another?
- ◆ In general, how can I program responses to events? (*When...what...*)
- ◆ How do I get detailed answers to “How do I...” questions?
- ◆ How do I order my own copy of Microworlds for home use?

#### Week 3

- ◆ How can I get the game to respond to keyboard input from the player?
- ◆ How do I issue commands to multiple (or all) characters?
- ◆ How can I run a certain procedure automatically when the game begins?
- ◆ How can I bring in music and other sounds?
- ◆ How do I create new pages (screens) and transitions between them?
- ◆ What is the second assignment?

#### Week 4

- ◆ How do I make announcements to the player?
- ◆ How do I ask the player a question and process the answer?
- ◆ How I set up and use timers?
- ◆ How do I give a character a certain number of lives?
- ◆ How can I use turtle graphics to draw cool pictures?

#### Week 5

- ◆ What can we learn from exploring one program in detail?
- ◆ How is my game progressing?
- ◆ What is the third assignment?