

# Video Game Design

## Writing Events for Video Games

### Purpose:

Demonstrate how if / then statements are a form of reading and writing code for video games.

**Materials:** Any video game

**Instructions:** For this assignment you are going to write events for the game you played. Each event has a condition that must be met before an action takes place.

When you are playing a game, the program is constantly checking if each condition is being met and if the condition is met, then a corresponding action will take place. For the game you play you are going to write the conditions that need to be met and the actions that those conditions trigger. See the example below.



### Example

| Events    |                               |  |
|-----------|-------------------------------|--|
| Condition |                               | Actions  |
|           | <i>When...</i>                | <i>Then...</i>   |
| 1         | Spacebar is pressed           | Player 1 launches rocket in direction that player 1 is facing        |
| 2         | Rocket collides with enemy #1 | Destroy rocket and play enemy destroy animation and destroy enemy #1 |

### Your Game

| Events    |                |                |
|-----------|----------------|----------------|
| Condition |                | Actions        |
|           | <i>When...</i> | <i>Then...</i> |
| 1         |                |                |
| 2         |                |                |
| 3         |                |                |
| 4         |                |                |
| 5         |                |                |
| 6         |                |                |

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| <b>Events</b> |  |  |
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