

Variables and procedures

- Use the table below to plan the variables you will use in your game. The first box shows an example.

Variable/ procedure	What needs to happen
Health procedure – boost health	Set health to 20 at start of game When jump, health reduces by 5 When health at 0, game over message broadcast, which stops game When pick up item of food, health increases by 5

I can plan the variables and identify procedures needed for my game.

How did you do?

