



University Learning in Schools

Computing

**Games Programming in
Scratch**

Lesson 6



Lesson 6 - Game Improvements

Name:

Form Group:

Examples of Improvements

- Adding more/different obstacles.
- Making obstacles progressively harder (Changing costume size to make them smaller)
- Adding pickups that give extra points or enemies that take points away.
- High score.

Improvement 1

Describe the improvement that you have added to your game.

You can also draw a flowchart/create the algorithm that you need to create it.

Improvement 2

Describe the improvement that you have added to your game.

You can also draw a flowchart/create the algorithm that you need to create it.