

What's inside this project?

Name/Description:

ELEMENTS

What are the CHARACTERS, MOVING PARTS, and other ENTITIES in the program?

ex: player, character, ball, target, enemy, object

TRIGGERS & INPUTS

What “makes things happen”? Does the program take signals from the USER, or from SENSORS?

ex: keyboard, prompt, mic, motion, button, touch, collision

INFORMATION & DATA

What does the program need to RECORD or REMEMBER as it goes along?

ex: score, count, setting, indicator, name, text, answer

(RE)STARTING

What does the program need to do AT THE BEGINNING, or to START OVER?

ex: clear, erase, starting point, reset values

CHANGING CONDITIONS

What SITUATIONS, OUTCOMES, or PROBLEMS does the program need to manage?

ex: randomness, choice, levels, endings,, errors, warnings

DISPLAY & OUTPUT

What does the program need to SHOW or GIVE back to us?

ex: sound, image, response, printout, timing, movement



What's inside this project? % text programming

Name/Description:

ELEMENTS

What are the COMPONENTS, MOVING PARTS, and other ENTITIES in the program?

ex: player, character, ball, target, enemy, object

INPUTS & TRIGGERS

What “makes things happen”? Does the program take signals from the USER, or from SENSORS?

ex: keyboard, prompt, mic, motion, button, click, tap, touch, collision

INFORMATION & DATA

What does the program need to RECORD, STORE, LOOK UP, RETRIEVE, or CALCULATE as it goes along? In what form?

ex: score, count, setting, indicator, value, list, name, text, record

(RE)STARTING

What does the program need to do AT THE BEGINNING, or to START OVER?

ex: clear, initialize, starting point, reset

CHANGING CONDITIONS

What SITUATIONS, PROBLEMS, and OUTCOMES does the program need to manage?

ex: randomness, choice, stages, endings, errors, warnings, disallowed states

DISPLAY & OUTPUT

What does the program need to SHOW or GIVE back to the user?

ex: sound, image, response, printout, timing, movement

