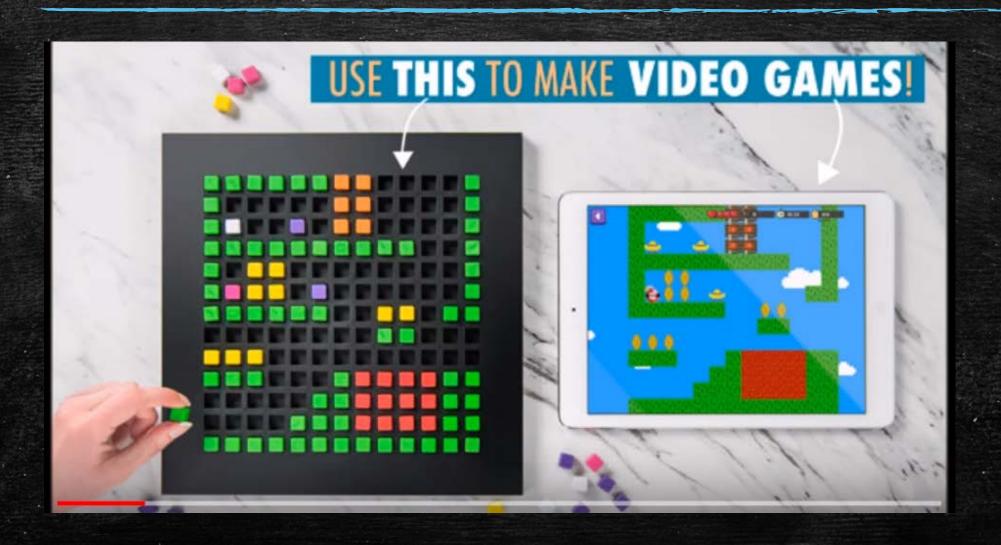


BUILD YOUR OWN VIDEO GAMES

Bloxels

Integrating technology to achieve the Core Competencies

Concrete to Abstract



Creative Thinking and Collaboration

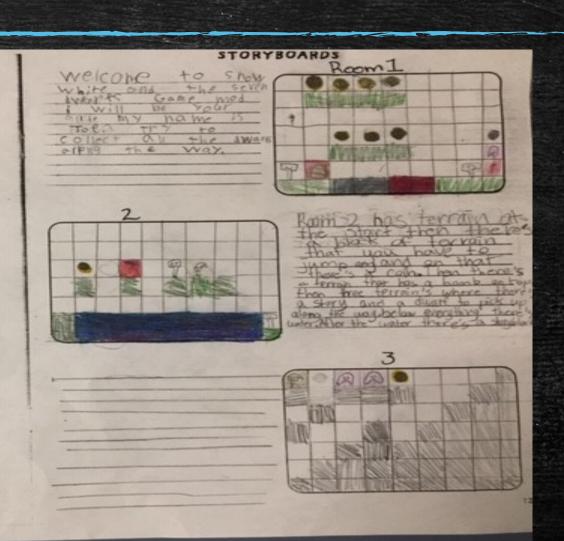
STORYBOARD THE ACTION

Another way to plan your story is by drawing storyboards. Think like a director of a movie: What are the important scenes you need to tell your story from start to finish? What is said by characters in the scene? Use the boxes here to sketch and write your ideas.

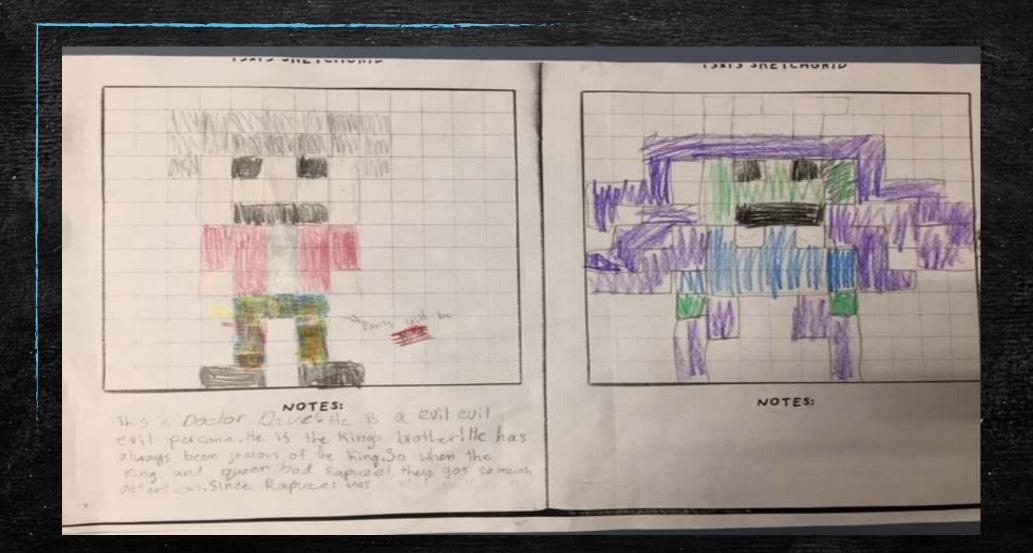


... AND WRITE YOUR STORY HERE.

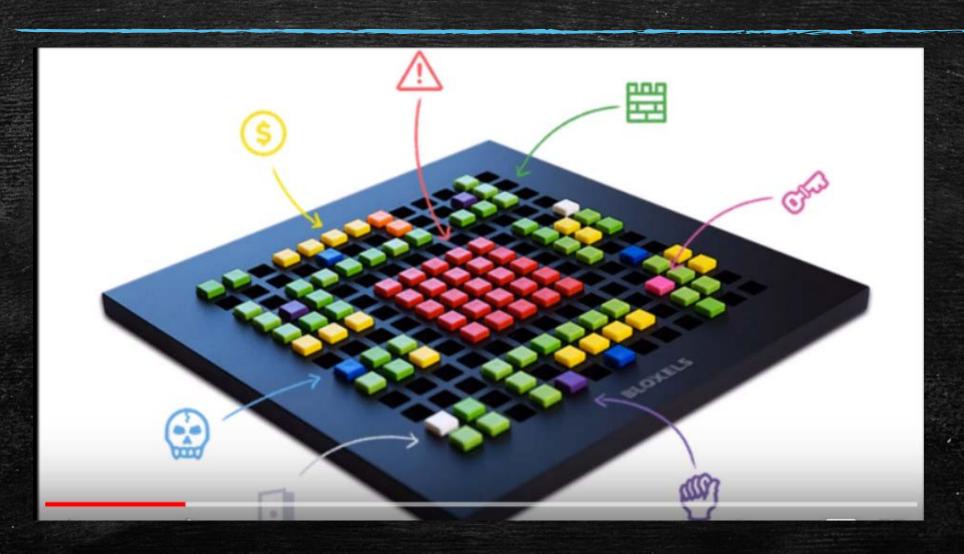
In our same were using the story of Show white Sneezy their tring to some show white because their she like imprisoned by her will she may to she show White and the other



Designing on Paper



Designing with Blocks



Coloured Blocks Create Meaning



Green Blocks

Green blocks are terrain.
Use them as ground for your character to run and jump on.



Purple Blocks

Purple blocks are enemies. They fight against you and can patrol, fly or be stationary.



Blue Blocks

Blue blocks are water. They affect the physics of your character like it's in water.



Pink Blocks

Pink blocks are power-ups. These items give your character special abilities like invincibility.



Red Blocks

Red blocks are Hazards. Touching these blocks will damage your hero's health.



Orange Blocks

Orange blocks are exploding terrain. Use them like green blocks, but if you shoot them, they explode.



Yellow Blocks

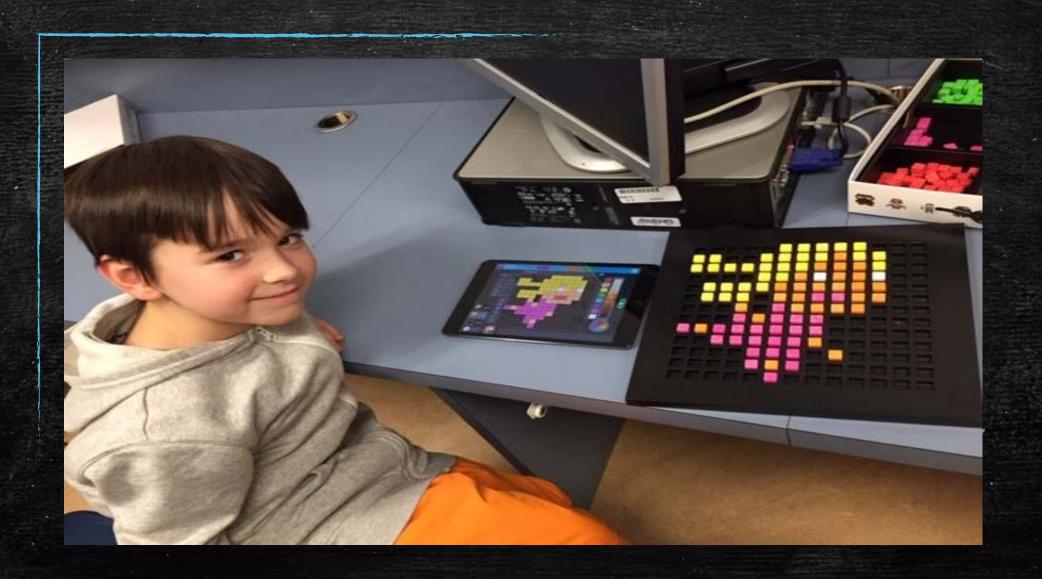
Yellow blocks are coins. Characters collect them throughout the game.



White Blocks

White blocks are story blocks. Use them as checkpoints, text bubbles and for the end flag.

Building the Game Elements-Before and After



Editing and Perfecting Online



Core Competencies

