

Computational Thinking Patterns

Name:

Name of Game:

For your final project, you will need to incorporate AT LEAST 4 (FOUR) of the following computational thinking patterns.

Highlight the MAIN 4 CTP's you will use:

IMPACT ABSORB GENERATE TRANSPORT
TRACKING/Hill Climb PUSH/PULL
SCRIPTING POLLING

Below, write a brief note on HOW you will use each CTP in your game:

CTP 1:

How I will use it in my game:

CTP 2:

How I will use it in my game:

CTP 3:

How I will use it in my game:

CTP 4:

How I will use it in my game:

Finally, describe 2 WAYS that your game's GAMEPLAY will be unique (different from other games you have created so far):

Unique gameplay 1:
Unique gameplay 2:

In the space below, list all agents that will have some sort of behavior (even if it's just one rule, still list it!)

Agents With Behaviors:

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Finally, for each agent you listed above, describe the EXACT behaviors that agent will utilize in your game:

EXAMPLE:

Agent: Torch

METHODS: While running, When creating a new agent, impact

Describe behavior: Torch will be able to move using the arrow keys (he will need to see the floor to move so that he doesn't travel through walls), when creating a new agent, Torch should set his S value to 1000. He will also need an impact method that causes him to animate into his "defeated" depiction and then the game will restart.

COPY THIS AS MANY TIMES AS NECESSARY

Agent:

METHODS:

Describe behavior:

Agent:

METHODS:

Describe behavior

Agent:

METHODS:

Describe behavior:

Agent:

METHODS:

Describe behavior: