**8F2 Robotics and Coding: Prototype Game Project**

Technology Achievement Outcome - L4 - Technological systems

Understand how technological systems employ control to allow for the transformation of inputs to outputs.

In your Robotics and Coding class you have been learning to use a Micro:bit which is a pocket sized computer that can be used to control many different electronic based systems. Your design will use a Micro:bit as its main processor.

**Situation:**

Your Whanau context for Term 4 is **Sustainable Schools**

As part of your whanau context “Sustainable Schools” you are required to design a game that shows your understanding of your context.

[Examples of Microbit Games 1](https://www.google.com/search?q=microbit+games&oq=microbit+games&aqs=chrome..69i57j0l5.11204j0j7&sourceid=chrome&ie=UTF-8&safe=active&ssui=on)

[Examples of Microbit Games 2](https://makecode.microbit.org/projects/games)

**Context: Sustainable** **Schools**

Your design must have a theme that relates to the environment or Tread Lightly programme that you attended recently. Please document the following parts of your design in a set of **Google Slides.**

**Your Design Brief:**

* **Please ensure that your design brief includes the following:**
* **The name of your game and a brief explanation of the objective of your game and how it links to your whanau context of Sustainable Schools.**
* **Include clear instructions about how your game works.**

**Design Specifications:**

* **Draw a sketch of your design with accurate measurements and design specifications.**
* **Your design must be large enough to cover the case that will contain the Micro:bit (the case size is 85mm wide x 65mm)**
* **Please ensure that your design is clearly labelled, includes your specific design and colour.**
* **Ensure that the design of your game relates to the name of your game.**

**Your Stakeholders:**

Your design will have a stakeholder who is the person who will be the main user and will give feedback on your design. If you are making the game for yourself you can decide whether your stakeholder will be yourself or another person (a member of your family or a friend).

* **Who are your stakeholders? (who are the intended users of your game?)**
* **What are your stakeholders comments/input? (what would your stakeholders like your game to look like?)**