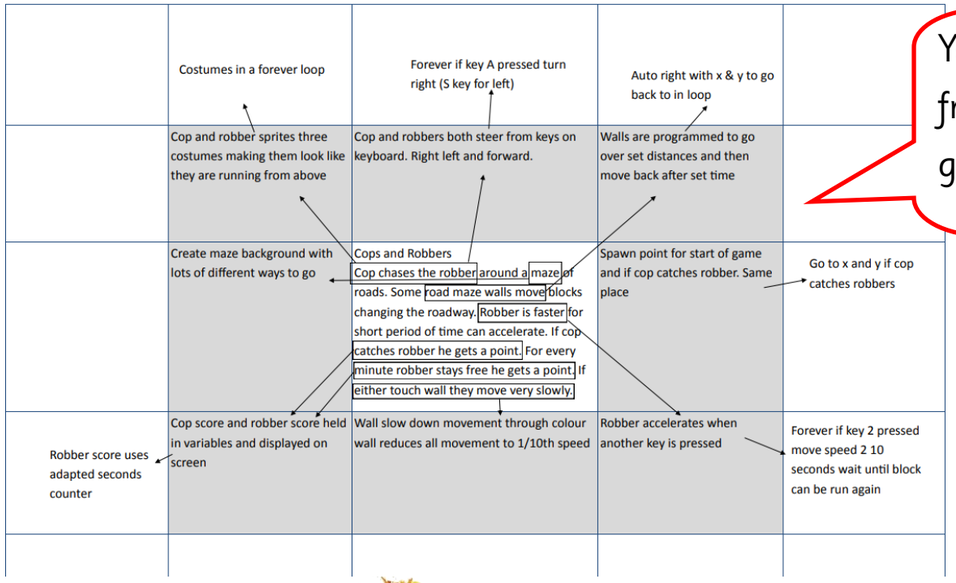
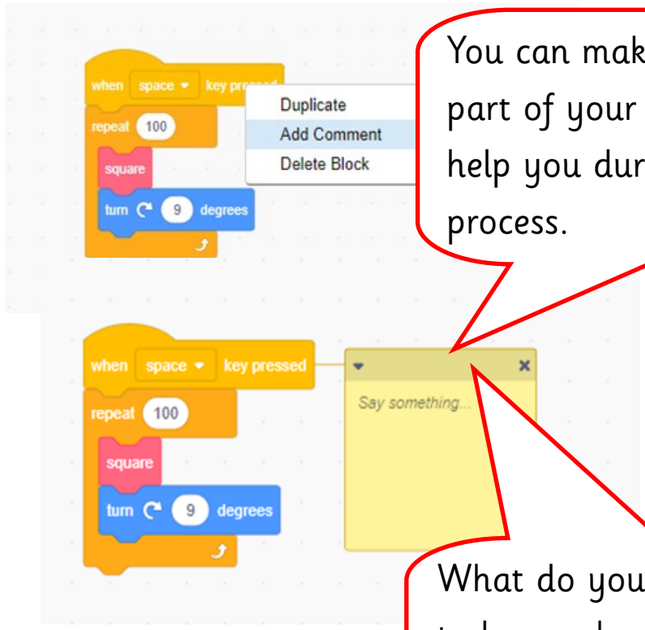
Y6 Computing Knowledge Organiser – Meeting a Brief

Vocabulary

Brief	A set of requirements for a game.
Evaluate	Assessing the effectiveness of something against a brief, to see if the brief as been met.



You can use a planning frame to plan out your game.

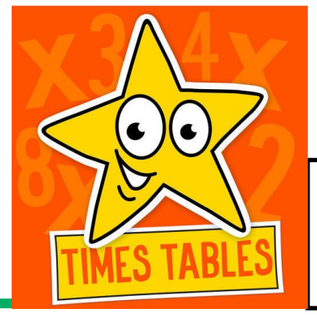


You can make notes on any part of your program script to help you during the design process.

What do you want your teacher to know about this block of code? Is there anything you need help with?

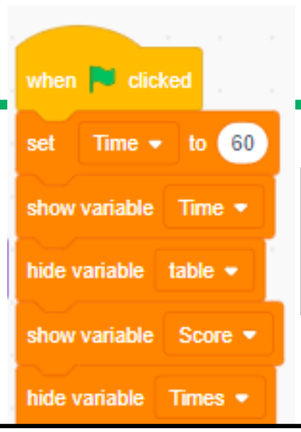
1

Understand the



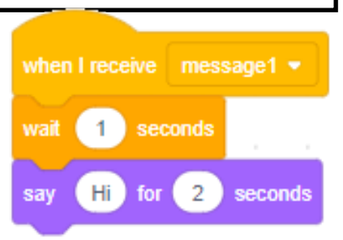
Use decomposition to understand an existing game.

2



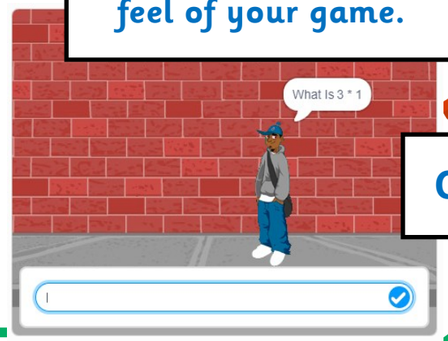
3

Program and test each part of your game.

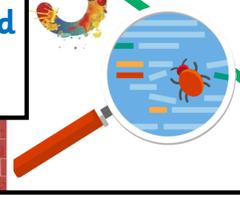


4

Decide on the look and feel of your game.



5



Check for bugs.