LI: Apply our knowledge of inputs and outputs to develop a computer game

which has external controls and an extra display screen

Name:

Planning Your Game Creation

Describe your setting (for example "*one small hill, a few trees and a factory with a racetrack*"):

Mobile Sprites (x3):

Immobile Sprites (not moving, for example *trees*) (x2):

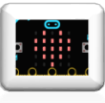Direct Control Keys, and which Sprite is moved (for example *Rover on arrow keys*)

Automated movement (what sprites will move automatically and how? –

for example, *Kodu will follow a path around the race track*):

Micro:Bit Inputs (at least A and B buttons):

Micro:Bit Outputs (at least the screen):