



# Planning your Game: Instructing the objects

When you create your game, the different objects within your game will need instructions to tell them what to do. Use this worksheet to help you consider what those instructions might be. An example has already been done for you.

<b>WHICH object</b>	<b>WHEN should this happen</b>	<b>WHAT should happen</b>
<i>e.g. Spiffy</i>	<i>e.g. Press left arrow</i>	<i>e.g. Move left</i>

