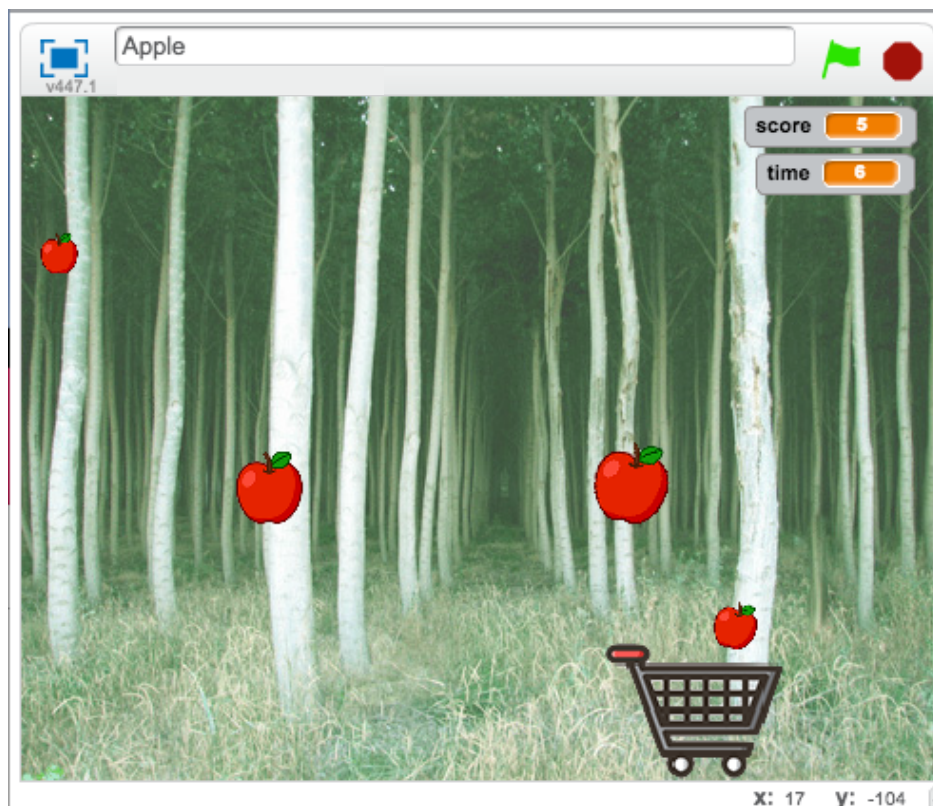


# 「刮住學」初中編程體驗比賽

## Computer Game Design 電腦遊戲設計 — 工作紙



Let's design a very simple game — **Apple picking mini-game!**

1. **Describe the game play.**

2. **Describe the interaction model.**

**3. Describe the camera model.**

**4. What are the resources, entities, and attributes of the game?**

**5. Can you describe the mechanics of the game?**