Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Part 1 - Analyzing goals, rules, and structure of the game

With a partner, take turns playing the *Chase and Gather Pro* game: <http://aka.ms/ChasePro>

Closely observe how you and your partner interact with the game.

Record your observations by answering the following questions.

1. What is the goal of the game?

1. How does the scoring work?

1. How does the timer enter into the game play?

1. When does the game end?

1. How long did it take to figure out the rules of the game?

1. Describe the pacing or speed of play.

1. Is the game challenging? Too challenging?

1. What strategies did you develop to increase your score?

1. Which “fun” elements from the list reviewed at the beginning of the lesson were present in this game?

STOP

Wait for your teacher to give instructions for the next part of this activity.

Part 2: Making connections to code.

With a partner, answer the questions below about the *Chase and Gather Pro* game.

For each question, find code (below) that you think is responsible for the behavior. Circle the code and label it with the corresponding question number.

Play the game again as necessary.

1. What player action causes a game action?

1. In what ways does the “hero” respond to the player’s actions?

1. Describe how the user knows the score.

1. What causes the score to increase? What causes the score to decrease?

1. Is there anything in the game that appears to be random?

1. List 3 ways in which you think math is involved in this game in addition to the scoring?

1. List four situations in which the program must make a decision?

Code for Chase and Gather Pro:





