

Introduction to Grids and Games



“Mylo, can we trade tablets for a while?” asked Angelina. She and her friend Mylo were playing on their tablets one afternoon after school with their classmate Suzi.

“Sure,” he said as he handed her his tablet. “Why do you need mine? I thought you just got your own tablet.”



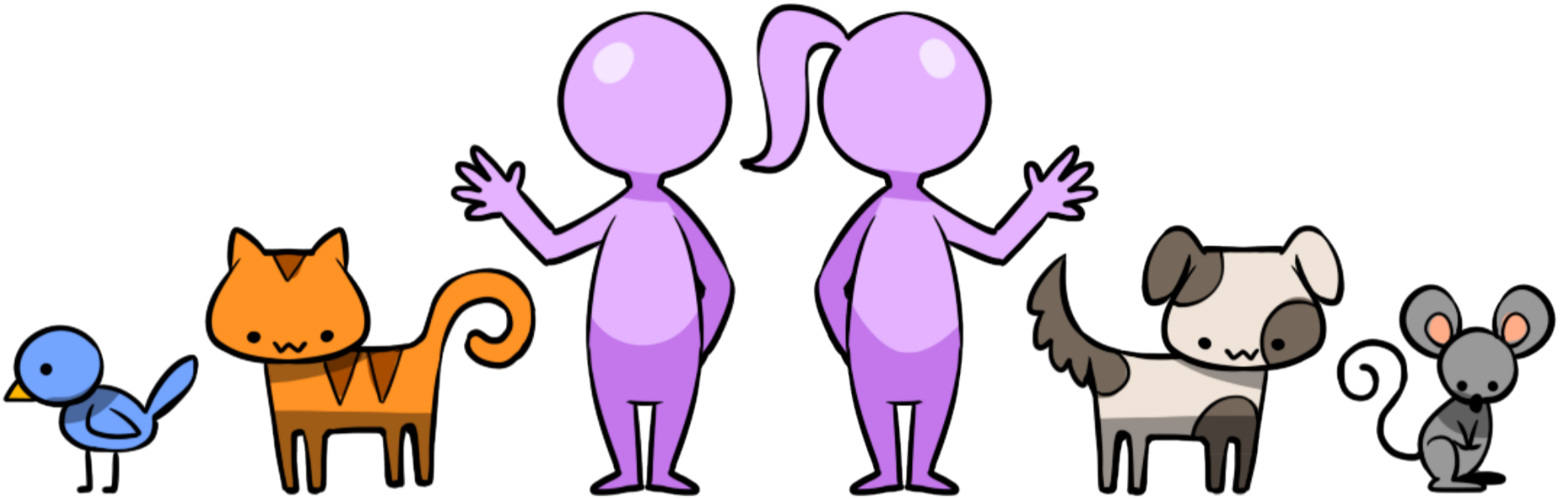
“I did,” answered Angelina. “But I’m not allowed to add any apps to it, and I have to wait for my mom to get back from her business trip to download anything.”

“Angelina,” said Suzi, “you should try the new app that Mylo just downloaded. You get to tap things on the screen to test your reaction time and your memory.”

The friends continued to play and talk about what they liked most about the tablet applications they had downloaded.

“Thanks for the suggestion, Suzi!” exclaimed Angelina. “I really do like this game. I just wish I could change some things about it. I think I’m going to write a review. Maybe the people who programmed the game will read it and take my suggestions.”

“What things would you change?” asked Mylo.



“Oh, the characters for one,” answered Angelina. “I want more choices, and I want different backgrounds too. I get bored looking at the same thing when I play.”

“Good idea,” added Suzi. “I would change some things too. I’m left-handed so I would change where the controls are on the tablet.”

“I have an even better idea than writing a review. Why don’t we just make our own game?” suggested Mylo.

“Make our own game! How would we do that?” asked Suzi.

“I know!” shouted Angelina. “We could program it ourselves and put whatever characters we want into the game. That way I could have a new game on my tablet without waiting for my mom to download one for me.”



“I’m not sure where to even start,” said Suzi. “What do we need to know before we begin?”

Can you help Angelina, Mylo, and Suzi create a new game for their tablet?