



CHALLENGE 2

STUDENT CHALLENGE PACK



CHALLENGE 2

JUMP FOR JOY!

BEFORE YOU START...

**CHECK YOUR STUDENT
CHALLENGE PACK**

**PLAN YOUR PROJECT SO
YOU HAVE AN END GOAL**

**ASSIGN YOUR ROLES SO YOU
ALL HAVE A PART TO PLAY**



CHALLENGE 2

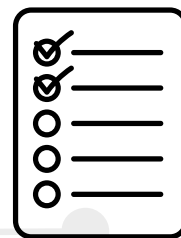
JUMP FOR JOY!

PICK YOUR ROLES...

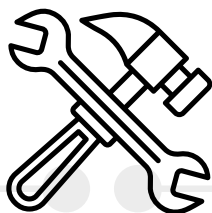
FOR MORE INFO ABOUT EACH ROLE, CHECK THE
PCL ROLE CARDS



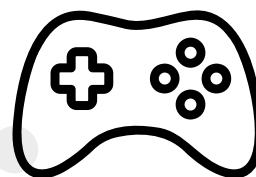
THE BUILDER



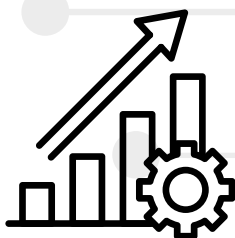
THE PLANNER



THE FIXER



THE PLAYER



THE IMPROVER



THE CHECKER



CHALLENGE 2

JUMP FOR JOY!

THE TASK

YOUR TASK IS TO CREATE 3D GAME WITH THE
PRIMARY FOCUS OF JUMPING TO ACHIEVE
YOUR OBJECTIVE

THE MUST HAVES

IN ORDER TO ACHIEVE FULL MARKS IN "THEME"
YOUR PROJECT MUST HAVE THE FOLLOWING:

- POINT SCORING
- A WAY FOR THE GAME TO "END"
- A JUMPING MECHANIC



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PLAN YOUR PROJECT

NAME OF YOUR PROJECT:

GENERAL VISUAL LOOK OF YOUR PROJECT:



CHALLENGE 2

JUMP FOR JOY!

PLAN YOUR PROJECT

WHAT DO YOU WANT IT TO "DO"?

HOW WILL YOU CONTROL YOUR PROJECT?



CHALLENGE 2

JUMP FOR JOY!

BUILD YOUR PROJECT

COMMUNICATE

**IT'S IMPORTANT TO REMEMBER TO
COMMUNICATE AS A TEAM. ALLOW
EVERYONE AN OPPORTUNITY TO SPEAK
AND SHARE THEIR IDEAS, AS WELL AS
LISTENING TO EACH OTHER.**