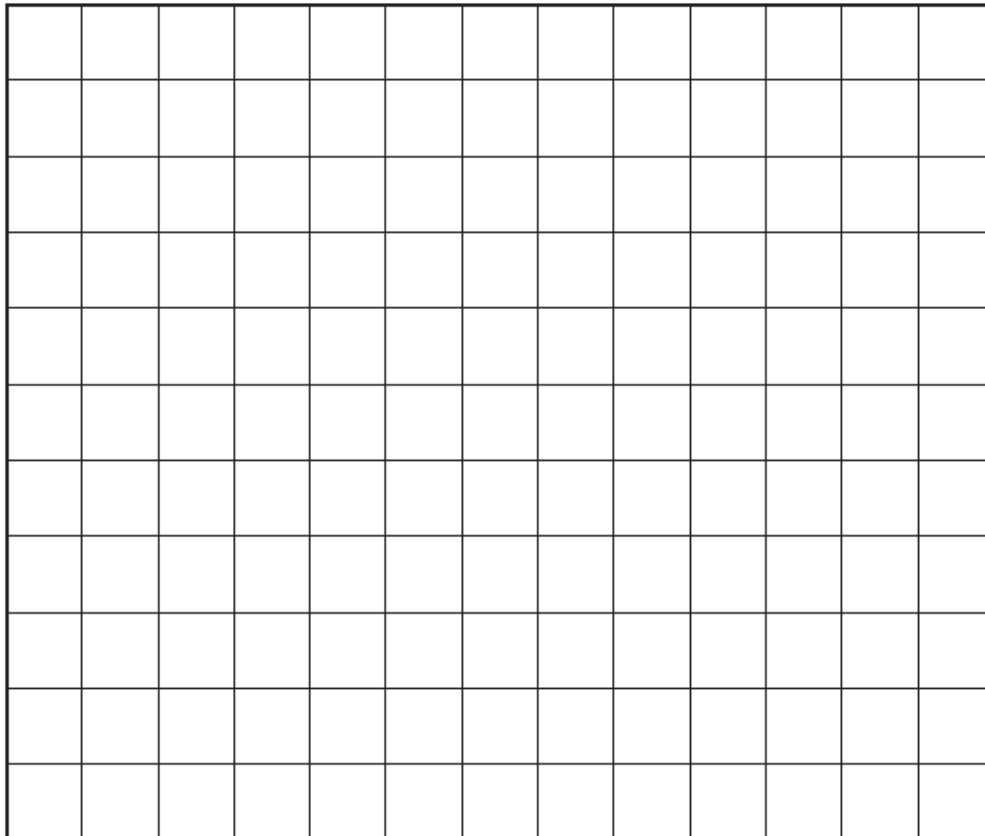


Video Game Design

You have been asked to design a brand new online game suitable for boys and girls aged 7 – 11. The game should have a retro theme like the video games of the 1980's and 1990's.



Your first task is to design the Protagonist of your game. As the game will follow a retro theme the hero should be designed in pixels.



Pixels are the tiny dots of coloured light that make up images when displayed on a screen, like a computer monitor.



Now, explain the key elements of the game; what is its name? Where is it set? What is the aim of the game? How do you win/lose?