

Can You Engineer A Video Game With Makey Makey?



Name:

Give a few examples of games you and your team would like to create:

Which one have you decided to create?

What is the object of the game?

How many characters and what will they represent?

Will there be any obstacles during the game?

Final Thoughts:

When building the game within Scratch, what challenges did you encounter?
How were the challenges fixed?

Did the game controller with Makey Makey work the first time you tried it?
If not, what did you have to do to fix it?