

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		A computer programming event is a cause-and-effect relationship. Other than action-reaction, what is used in programming to create a logic statement?	
3		Which logic operator is used when a condition is false?	
4		Write a logic statement that would state how the game should act if a chicken walked into a wall.	
5		Describe how to fix the error for when a coyote object stands on a hole and does not fall into it.	
6		Which toolbar in The Games Factory 2 holds the buttons to switch between the frame editor and the event editor?	
7		Which toolbar or window in The Games Factory 2 allows the programmer to select objects included with the program?	
8		Why would a designer want to use the Zoom tool?	

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9		List three properties that can be changed in the Properties window in The Games Factory 2.	
10		In The Games Factory 2, what is the library?	
11		List the steps needed in The Games Factory 2 to make a truck object move left, turn around, move right, and repeat along a path. Sketch buttons if needed to help explain.	
12		Draw a picture of the button used to create a new object in the Event Editor in The Games Factory 2.	
13		How do you insert a new background object on a frame in The Games Factory 2?	
14		List the steps in The Game Factory 2 for saving a game as a stand-alone application.	