

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		For what popular game character is the game character Wario a substitute?	
3		Define <i>original creation</i> .	
4		What is the most common form of copy protection for a current video game?	
5		Define <i>consumers</i> .	
6		What is <i>bias</i> ?	
7		What is <i>negative bias</i> ?	
8		Define <i>unbiased</i> .	
9		What is a <i>walkthrough</i> ?	
10		Define <i>intuitive controls</i> . List an example of an intuitive controller.	
11		Define <i>checkpoint</i> and explain how that helps in a game.	
12		What is meant by the <i>artistry of a game</i> ?	
13		What are <i>user reviews</i> ?	

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14		Define <i>five-star rating system</i> .	
15		What must be provided for every risk taken in a game?	
16		What would be the equivalent letter grade for a game that is rated 3 3/4 stars?	
17		Write a logic statement for the collision between Spiko and a coin with the coin disappearing and 10 points awarded.	
18		In TGF2, which toolbar allows you to change the object type of a backdrop object to platform?	
19		List the steps needed to change a background object to an active object.	
20		In the event editor, what movement is needed when Spiko collides with a platform backdrop object to keep him from falling off of the screen?	