

# Writing Algorithms



Write your ideas for your algorithm here. Remember an algorithm is just a set of instructions. You don't need to use coding language yet, just write what you want to happen in the game. You can use commands, notes or even diagrams to describe the instructions.

What is the aim of the game?

How is the character controlled by the player? What should it do when a key is pressed on the keyboard?

What happens if an obstacle is touched?

What happens if the green exit is reached?