**Unit 8 - Determine appropriate data types for a**

**computer game and show how they are**

**declared**

Use the section links below for examples of each component of your game.

Use the three columns to: name the item and provide a description of how you intend the item to be used

VARIABLES - <http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/variables/index.html>

|  |  |  |
| --- | --- | --- |
| Variable | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

DATA TYPES - <http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/data%20types.html>

|  |  |  |
| --- | --- | --- |
| Data Type | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

ARRAYS - <http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/401_06_arrays.html>

|  |  |  |
| --- | --- | --- |
| Array | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

FUNCTIONS - <http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/401_16_functions.html>

|  |  |  |
| --- | --- | --- |
| Function | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

SELECTION - <http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/401_07_if.html>

|  |  |  |
| --- | --- | --- |
| Selection (IF statements) | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

EVENTS – collision; destroy; step; trigger, etc.

<http://docs.yoyogames.com/source/dadiospice/002_reference/001_gml%20language%20overview/401_08_repeat.html>

|  |  |  |
| --- | --- | --- |
| Iteration (Loops) | Description | Evidence |
|  |  |  |
|  |  |  |
|  |  |  |

Provide approximately an A4 page of code and annotate the code with your description of what each part/section of the code activates.

CODE EVIDENCE –

|  |  |
| --- | --- |
| Code | Description |
|  |  |