In this activity you are going to apply each computational thinking skill to help you plan a game.

The game involves moving a character around a simple world.

Decomposition: break down the problem

The character in the game needs to be able to perform certain actions, and each action needs to be handled differently by the game.

One of the requirements is that the player needs to be able to move using the commands forward, turn left, and turn right. The player should be able to pick up, use, and drop an item. The player should also be able to cast a spell and learn new spells.

The actions the player can perform have started to be broken down into smaller problems so that they are easier to solve. Complete the table for the required player actions.

Move	Item	Spell