Computer Science at BGS

Mr Osborne, Subject Lead for Computer Science

This year, as part of our Computer Science department's commitment to revitalizing our curriculum and inspiring our students, we introduced GameMaker (https://gamemaker.io/en) to Year 9 Computer Science students. This powerful, industry-standard platform has been used to create popular titles like Undertale (https://undertale.com/) and Spelunky (https://www.spelunkyworld.com/).

After learning the fundamentals, students formed project teams, each with a designated coder, artist, and team leader. They were then given creative prompts and guidance on genre and gameplay to spark their imagination.

Witnessing our Year 9 students collaborate seamlessly - coding, creating, and genuinely enjoying the process - was truly remarkable, with students' enthusiasm and teamwork consistently exceeding expectations.

While not every game achieved visual perfection or flawless code, **each project showcased unique character and was a testament to their dedication and effort**. Below, you'll find a selection of their impressive creations.

FREE REIGN

by Evalyn Brown, Zack Browne & Janice Chen

This game unfolds a narrative where a digital plague of chaos slowly consumes the game world. This descent into disorder is ingeniously mirrored in the gameplay: what begin as simple platforms progressively fracture and crumble, escalating in difficulty until the final level becomes a near-impossible gauntlet. The core mechanics are a loving homage to classic platformers, drawing heavy inspiration from icons like **Super Mario Bros.** and **Sonic**.

HORROR MAZE

by Bri O'Boyle, Daniel Mulgrew & Natalie James

Step into a chilling horror maze, a labyrinth where you're perpetually stalked by an array of unique and deadly monsters, always closing in on your position. Evoking the classic feel of 1980s gaming and platforms like the ZX Spectrum, this old-school experience combines the thrill of escape with strategic elements like crucial lightning bolt power-ups and impeding muddy puddle traps.
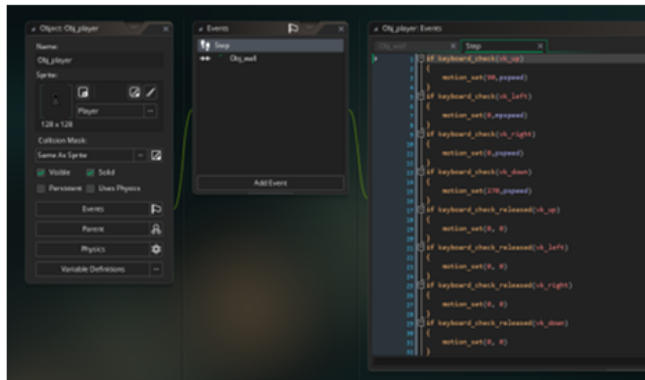

	The lightning bolt increases the players speed for a few seconds. This could help them escape a monster!
	The monsters chase the player around the maze; if the player is caught they lose one of their three hearts!
	The muddy puddles slow the players speed for a second, giving them a greater chance of being caught!
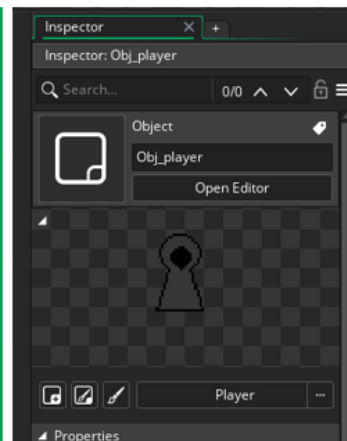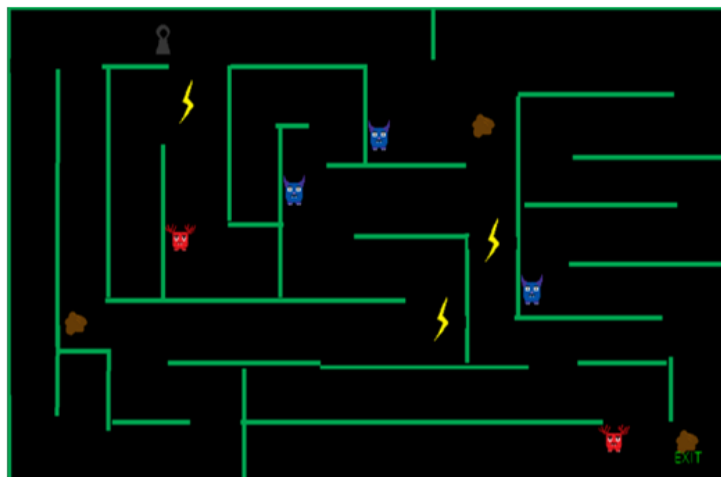
ROBO DASH

By Mayowa Olufeyisan, Doogie Shorrock & Alix Smith

Experience a retro blast with this twin-stick shooter, where independent control of your car and turret was key. Swarms of enemy vehicles would converge, detonating in spectacular fashion under your barrage as you deftly navigated hazards and evaded incoming fire. All of this unfolded within a truly unique nightmare disco, its vivid, on-theme background complemented by a bespoke soundtrack sampling the iconic Pete Tong.
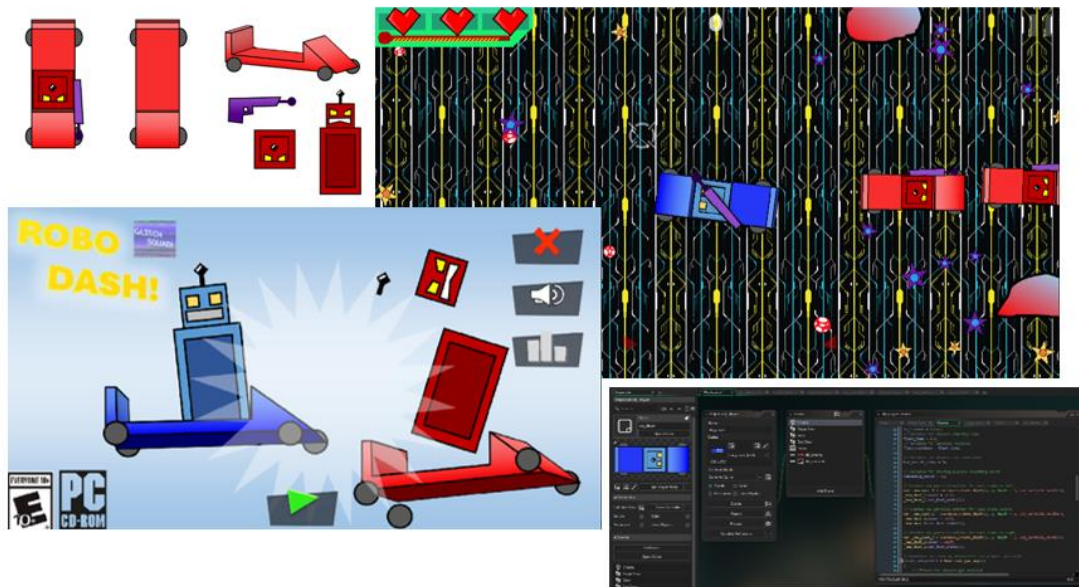
The students who crafted these amazing games, should take immense pride in their accomplishment. They've not only been part of something wonderful but have also expanded their grasp of the ever-evolving digital world around us by developing their creative, problem-solving and coding skills.