Creating a video game is a great way to put your coding skills and creativity into practice!

There are endless possibilities for video games, but they all share some key features.

For example:

* they all have goals and objectives,
* they have characters and environments defined by a theme,
* they have control schemes,
* they have internal rules and mechanisms.

These elements contribute to the experience of the players!

The goals are the things you want the player to achieve.

It can be completing a race course, avoiding obstacles, collecting objects, etcetera.

The theme helps to build the story of the game, and to detail the characters and the environment.

The characters are the subjects of the game. Their style depends on the theme and the audience.

The environment is the space where the game takes place, and where the characters exist.

The environment can be composed of one or multiple scenes.

The control schemes are the means which the players use to operate the game.

They can be keyboards, controllers, touchscreens, kinetic sensors, etcetera, depending on the platform being used.

The game mechanics define how the game is played. These are the game rules.

With Codey Rocky and mBlock 5 we are going to work on these key features of a video game by creating one!