

Create a Playable Game

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a final game with advanced features such as a working inventory system or customizable characters.
3	Student will: Design and create a playable game. (standard 27.0) <ul style="list-style-type: none"> ✓ Use a number of computer tools to enhance and ease game programming and artistry. ✓ Use a game engine to create a playable game. ✓ Use animated objects. ✓ Integrate sound and/or music to enhance the game. ✓ Test and debug to game completion.
2	Student will: Define storyboard, test case, architecture chart. Understand the basic requirements involved throughout the game design process.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Requirements

- NEW build – cannot re-do a past build
- Menu with instructions (or tutorial level)
- 4 Levels (or waves)
- End Screen upon death and pause menu while still alive to restart or quit

How Do I Begin?

- [Gamedev.tv](https://gamedev.tv) (login on monitors) → Complete C# 3D → Zombie Runner
- Brackey's [Tower Defense](https://www.youtube.com/watch?v=8YU68031800) (if you hadn't done it before)
- Make your own game

Debugging Tips:

- GOOGLE
- Compare code & video SIDE BY SIDE
- Look at comments/questions in Udemy for that video
- Email Dr. Kirk – include screenshots and details
- talk to one another on Discord and Teams