

Game Development Tools & Software

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Use advanced game development software such as Unity or Unreal Engine.
3	Student will: Use tools and software used in game development. Use popular game engines, development tools, and world building tools.
2	Student will: Identify tools and software used in game development. Identify popular game engines, development tools, and world building tools. (Standard 18.0)
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.

Work Scenario: You are just starting out in game development and need to know what tools to use. Research game engines including their advantages and disadvantages.

Learning Target: Learn what engines we have available in class and the use of each. Decide which engine you want to begin to learn more about.



In class discussion: What engines are available in this class?

Student Research: Watch the video about the different game engines. Start at 1:24min. <https://www.youtube.com/watch?v=ibK3Ds7nDyk>

Choose one of the engines we have available (GameMaker, Unity, or Unreal). Watch the below tutorial of your choice.

- a. **GameMaker-** <https://www.youtube.com/watch?v=noB71gN959Y>
- b. **Unreal-** <https://www.youtube.com/watch?v=Is-0FuLYz5Q>
- c. **Unity-** <https://www.youtube.com/watch?v=D7v2pjke5sc>

Project Details

Based on the video you watched answer the below questions in Word.

1. **What video/engine did you choose? Why?**
2. **What is one thing you learned about the engine and/or its interface?**
3. **Did you take notes or open the engine to follow along as they went through the tutorial? Why or why not?**
4. **Did your opinion on your interest in that particular engine change after watching the video? Why or why not?**