

## Game Development Tools- Space Shooter Game

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Begin using multiple game development tools like Unity, Blender, Piskel, etc.
3	Student will: -Follow the game development lifecycle (standard 23.0) -Create your first game in Unity
2	Student will: -Understand common game vocabulary including: sprites, objects, assets, tile set, Alpha, Beta, RTM, pre-production, levels, missions. -Describe the Game Development Lifecycle
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 have been hired to create a one level space shooter game. The game must include: title/menu screen, 1 level with space shooter mechanics. You can follow the tutorials provided but I encourage you to make it your own by adding a score, laser cool down, custom assets and animations if you finish early.

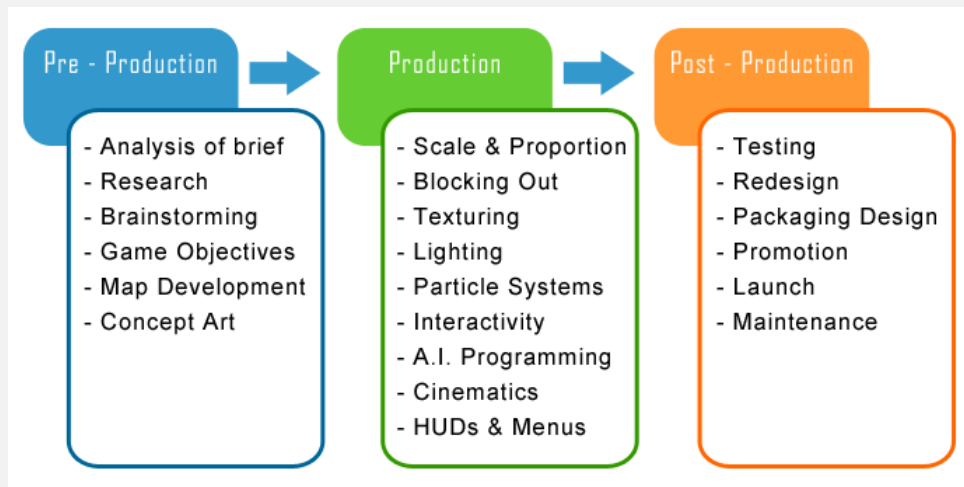
**Learning Target:** For a one-level Unity Space Shooter game, code your game, export to an exe folder.



**Pre-production-** asset/code checklists, deciding on overall theme/design

**Production-** find & edit assets, code the game

**Post-Production-** Test for bugs, export to exe, critique with peer for feedback



## Project Guide

Use the following tutorials to create a Space Shooter game in Unity using C#.

Take notes often - comment your code and pause and rewind as much as needed. Try to absorb as much as the information as possible by slowing down.

**Tutorial list:** [https://www.youtube.com/playlist?list=PL\\_pNF-s5f0RI54p4vwVYbXnnyPJ0ZFQZb](https://www.youtube.com/playlist?list=PL_pNF-s5f0RI54p4vwVYbXnnyPJ0ZFQZb)

**IMPORTANT NOTE:** In video 8 "Collisions" it states to mark everything is trigger. If this causes issues with your collisions please **UNCHECK** "is trigger" in your laser and player. Leave only your Enemy checked "is trigger". This was a change in versions and may or may not cause you an issue.

## Virtual Students- Debugging

I always expect students to research the error themselves first. Use Google and Unity forums to try to solve the problem yourself. If you run into an error you cannot solve on your own - reach out to me directly and give me as many details as possible.

Debugging info I will need to help:

1. Screenshot of all code related to error
2. Screenshot or copy/paste of the error code (found in compiler in Unity)
3. Tutorial you are currently using, including video number (direct link)
4. Any other information you feel may be helpful

