

Money Management

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a game about money-management concepts including a quiz at the end of the game to test the player's knowledge.
3	Student will: Demonstrate personal money-management concepts, procedures, and strategies (Standard 60.0)
2	Student will: Vocabulary: Credit Union, Bank, 1040 EZ form, health insurance, life insurance, budget.
1	With help from the teacher, the student has partial success with the current content.

Real-Life Scenario: I want to make sure you are not only learning about problem solving, creating games, coding, design technique, and all that but also important things you need to know when you leave high school that often doesn't get covered.



You are going to research and create a basic game revolving around one of the below topics.

- **Taxes:** How to do your own taxes when you receive a 1040 form, tax bracket based on salary, and how you fill out a W2 for your first job.
- **Personal Budgeting:** Debt to income recommended ratio, credit cards, average bill costs for college student/someone on their own for the first time (utilities, rent, food, and car expenses).
- **Credit Union vs. Corporate Banks:** differences, similarities, and benefits vs negatives to each
- **Investment Opportunities:** IRA accounts, CDs, stocks, real estate, etc.
- **Benefit information:** Health insurance- types and cost, life insurance- types and costs, time off- vacation vs. sick vs. personal time and what each means as well as average amounts different industries offer

Requirements:

Rooms: Title screen, enough levels to learn about the topic, and a credit screen showing what sites you used to get the information. Use my Dropbox, opengameart.org, or your own assets- do not spend a lot of time creating assets for this one- the content is more important in this project.

Coding: reuse any and all code from our past game builds, use drag and drop where needed, or find tutorials to meet all requirements.

Text! This game must have text so we actually learn about the topic as we play. You can do this through text boxes, drawing text across the screen, dialogue between characters, recorded sound in the background when you talk about the topic, or creating text based sprites you put into your game.

How to begin:

- Pick a topic
- Research the topic- record facts & cite sources in Word
- Asset list
- Find assets
- Put it all together in a game build→upload as a Single Runtime EXE file