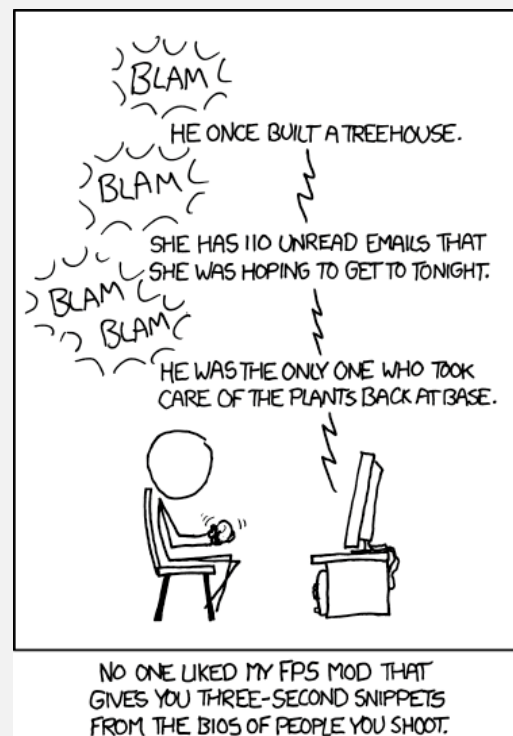| LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Begin using multiple game development tools like GameMaker, Unity, Blender, etc.
3	Student will: Discuss game designer strategy considerations ✓ Identify techniques used in the industry to help the player to navigate. ✓ Identify methods of preparing the player for greater challenge while allowing for plot development as the story serves the game. (Standard 33.0)
2	Student will: -Understand common game vocabulary including: sprites, objects, navigation, help, assets, and Photoshop.
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 platformer game. The game must include: title/menu screen, 1 level with platform mechanics, and a final credit screen that includes your name and where you found assets used in the game. You need to choose a central theme to design your game around and backgrounds, character, rewards, and platforms should go with the theme you choose.

Try to adjust all assets by removing backgrounds and make your level as polished as possible while completing the game on time to show to your boss!

BLAM
HE ONCE BUILT A TREEHOUSE.
BLAM
SHE HAS 110 UNREAD EMAILS THAT SHE WAS HOPING TO GET TO TONIGHT.
BLAM
BLAM
HE WAS THE ONLY ONE WHO TOOK CARE OF THE PLANTS BACK AT BASE.

NO ONE LIKED MY FPS MOD THAT GIVES YOU THREE-SECOND SNIPPETS FROM THE BIOS OF PEOPLE YOU SHOOT.

Monday

-Play the first tutorial on the "Current Week" page on mrskirk.com "How to adjust images"

-Create sprites from assets: Go to Opengameart.org or Freepik.com and find assets. Below is a list of assets and adjustment sizes. -You will adjust sizes in Photoshop, save the images as jpeg (see the tutorial on mrskirk.com how to adjust images for more information).

Assets to Find:

- ✓ **1- title screen background** (adjust size to 1024 x 768 in Photoshop (image→image size), I unchecked "constrained properties")
- ✓ **1- Level 1 background** (adjust size to 1024 x 768 in Photoshop)
- ✓ **1- main player/character** (size 32 or 40 with "constrained properties)
- ✓ **3 rewards** (my sizes ranged from 50 to 150 and I used "constrained properties"
- ✓ **Wall or platforms** (I did my size as 200 and "constrained properties", any size between 100-300 is okay for a wall)
- ✓ **1-enemy** or something that the character can collide with

Tuesday

-Play "tutorial 1" on the "Current Week" page on mrskirk.com. This covers how to create sprites and objects out of your assets.

-Begin to watch the external YouTube tutorial for the movement pieces: https://www.youtube.com/watch?v=IysShLIaosk or if you prefer to read it: http://gamemakertutorials.com/?p=383

Wednesday

-Finish external movement's tutorial and work through any bugs and errors.

-Begin the final tutorial (Tutorial 3) if able.

Thursday/Friday

-Finish final tutorial (Tutorial 3) if you have not already.

-Finalize game and save as an application (.exe file).

-Upload to Office365