

Exam Review

Important Vocabulary (be sure you understand the following terms)

Video Game Genres

Game Engines (what are they and know the names of at least 3)

Create Event (GameMaker)

Step Event (GameMaker)

Sprite Editor (GameMaker)

Object (GameMaker)

Sprite (GameMaker)

Collision Detection (GameMaker and Unity)

Scripts (Unity)

Scenes (Unity)

Project Portion: Can choose GameMaker or Unity – review the one you know you will choose.

For GameMaker:

-Ensure you understand how to create sprites, objects, background, and rooms in GameMaker.

-Know how to turn in a GMX file into an EXE application file.

-Understand the basic process of debugging as you no assistance will be given to debug on exam day.

Remember- put GameMaker up side by side with your tutorial, go slow and take your time, look at the error code to determine the general location of the error.

Remember common code errors:

If it is early-on in the step event that could mean there is an issue with the create event.

Always have an opening and closing bracket- same with parenthesis.

Watch spelling, capitalization, and semi-colons- they all doing something different!

Unity:

-Ensure you understand how to create scenes, manipulate terrain, add assets to scenes, etc.

-Ensure you have a basic understanding of code and debugging.

-Ensure you know how to export as an EXE – must ensure all files are in one folder and upload all build files (_Data folder, Mono folder, UnityPlayer.dll, .exe, and UnityCrashHandler64). If you are missing one the file will not play properly and you will receive a 0.