Create a Playable Game

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a final game with advanced features such as a working inventory system or customizable characters.
3	Student will: Design and create a playable game. (standard 27.0) ✓ Use a number of computer tools to enhance and ease game programming and artistry. ✓ Use a game engine to create a playable game. ✓ Use animated objects. ✓ Integrate sound and/or music to enhance the game. ✓ Test and debug to game completion.
2	Student will: Define storyboard, test case, architecture chart. Understand the basic requirements involved throughout the game design process.
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.

Requirements

- Menu with instructions (or tutorial level)
- 2 Levels
- End Screen
- Player feedback (health, lives, score, etc.)

How Do I Begin?

- You can use Gamedev.tv (on monitors or ask Dr. Kirk for log in if at home)
- Find your own tutorials
- Look at the foundations and programming mrskirk.com pages to see their current builds. You can use one of their tutorials if you prefer

Debugging Tips:

- GOOGLE
- Compare code & video SIDE BY SIDE
- Look at comments/questions in Udemy for that video

- Email Dr. Kirk – include screenshots and details
- talk to one another on Discord and Teams

Entry Level Tutorials: https://www.youtube.com/playlist?list=PL_pNF-s5f0Rl54p4vwVYbXnnyPJ0ZFQZb **or Gamedev.tv.**