LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Use a high-level language and number/non-numeric data to create a basic game in Unity or Unreal Engine.
3	Student will: Implement enhanced program structures. (standard 47.0) ✓ Use iteration- if you fail – try again/find a solution and improve. Change design as you go to improve customer satisfaction ✓ Incorporate "help" text (on title screen or tutorial level) ✓ Create an interactive game ✓ Design Screen layouts for use in interactive programs
2	Student will: Define: variable, iteration, interactive, layout and immersion
1	With help from the teacher, the student has partial success with the current content.

Work Scenario: Create a game that you are proud of! Your work is giving you flexibility to create a passion project build!

Learning Target: Understand how to implement enhanced program structures using code to immerse your players or customers in a gaming experience through solid goals, rules, feedback using iteration.

Game Requirements (Unity or Android Studio- if you prefer a different platform discuss it with me first. Unreal is not an option on school computers at this time):

1. 1 or 2-person team (roles: Programmer and Asset Manager)

2. Recommendations (see Dr. Kirk if you have a different style build that does not allow these options): Splash Screen, Menu, 4 Levels (or waves), End/Victory Screen.

5. Add at least one thing you have not used in past builds (examples: cut scene, particle system, local co-op/split screen, custom sounds, etc.)

6. Cohesive design, consistency, no bugs.

Tutorial Resources:

➢ Jimmy Vegas – Has some awesome tutorials for survival horror, racing, GTA, etc.
➢ Brackeys – He is not putting out new content but has a lot of great stuff out there (2D platform, FPS, etc).
➢ Indie Game Dev info – not a lot of playlists more industry information than anything.
➢ Find your own or create without use of tutorial set.

Tutorials for "Other" Requirements:

Splash Screen: https://www.youtube.com/watch?v=bgexvyg9y_I (consider making your own game company logo to make it even more personal)

Cut Scene: https://www.youtube.com/watch?v=Tg-ydfLEPak

Unity – A WEALTH of tutorials out there – all checked for accuracy. Especially check out the Tutorials sections on their playlists.

129 mini-tutorials (flashlight, sounds on keypress, particle system, etc.): https://www.youtube.com/watch?v=0K6m-jZ8QQ&list=PLZ1b66Z1KFKhYiO4XcGuCksRugDvj-H6i