

Game Design I Course Outline		Points Possible	Course Hours
Course Overview			4
Lab 1: Start the Course			
	<i>Identify computer requirements.</i>		
	<i>Learn how to move through the course.</i>		
	<i>Switch between windows.</i>		
Lab 2: Set Up Your Computer			
	<i>Find files and folders on a computer.</i>		
	<i>Set up a computer to show the List folder view and file name extensions.</i>		
	<i>Make a course folder.</i>		
Lab 3: Set Up a Browser and Install Software			
	<i>Set up a Web browser.</i>		
	<i>Download and install software.</i>		
Lab 4: Download Resources and Zip Assignments			
	<i>Get the course resources.</i>		
	<i>Learn about finding, completing, and turning in assignments.</i>		
	<i>Zip and unzip files and folders.</i>		
Workshop 1: The World of Gaming			2
Topic: Game Engines and Game Authoring Tools			
	<i>Describe some functions of game engines and game authoring tools</i>		
Topic: What Makes A Game Great			
	<i>Identify six key elements of a great game</i>		
Quiz 1			
	Workshop Quiz 1	3	
Workshop 2: Ice Breakers			13
Lab 1: Setting Up the Game			
	<i>Identify the main parts of the Multimedia Fusion 2 interface.</i>		
	<i>Create a new project.</i>		
Lab 2: Placing Objects			
	<i>Copy art assets into the MMF2 library.</i>		
	<i>Add art to the Frame Editor.</i>		
Lab 3: Programming the Snow Ball			
	<i>Change an object's properties to set movement.</i>		
	<i>Create an event using the Event Editor.</i>		
	<i>Test the game.</i>		
Lab 4: Adding the Paddle			
	<i>Change the paddles' properties to set movement.</i>		
	<i>Create a collision event between the paddle and the snowball</i>		
Lab 5: Using Sound			
	<i>Add sound that occurs with a specific event.</i>		
Lab 6: Placing the Ice Cubes			
	<i>Duplicate objects using the Copy and Paste functions.</i>		
	<i>Create an event that destroys an ice cube when the snowball collides.</i>		
Lab 7: Adding Scores and Lives			
	<i>Add score and lives objects.</i>		
	<i>Use the Player 1 object to program a scoring event.</i>		
	<i>Create an event that restores and resets the direction of the snowball after it leaves the frame.</i>		
Lab 8: Making a High Score Table			
	<i>Add and program a high score table.</i>		
Lab 9: Adding the Title Screen			
	<i>Add a title screen frame.</i>		
	<i>Program a start button.</i>		
Quiz 2			
	Workshop Quiz 2	3	
Assignment 1: Ice Breakers			
	See assignment description document for detailed instructions.	10	

Game Design I Course Outline		Points Possible	Course Hours
Workshop 3: Ping			13
Lab 1: Placing Game Objects			
	<i>Copy art assets into the MMF2 library.</i>		
	<i>Add art to the Frame Editor.</i>		
Lab 2: Programming the Ball			
	<i>Change an object's properties to set movement.</i>		
	<i>Create an event using the Event Editor.</i>		
	<i>Test the game.</i>		
Lab 3: Adding the Paddles			
	<i>Change the paddles' properties to set movement.</i>		
	<i>Program Player 1 and Player 2 keyboard controls for the paddles.</i>		
Lab 4: Bringing the Ball Back			
	<i>Program a collision event so that the ball bounces off the top and bottom of the screen.</i>		
	<i>Program the ball to return to a set position after it leaves the screen.</i>		
	<i>Program the paddles to stop before leaving the screen.</i>		
Lab 5: Adding Sound			
	<i>Add sound that occurs with a specific event.</i>		
Lab 6: Keeping Score			
	<i>Add score and lives objects.</i>		
	<i>Use the Player 1 and Player 2 objects to program a scoring event for each player.</i>		
Lab 7: Winning the Game			
	<i>Using events, restrict the score so that a player wins when they score 13 points.</i>		
	<i>Display text when a player wins.</i>		
	<i>Create an event so that the ball is destroyed when the player wins.</i>		
Lab 8: Finishing Ping			
	<i>Create a starting screen and move it to the first frame position.</i>		
Quiz 3			
	Workshop Quiz 3	3	
Assignment 2: Ping			
	See assignment description document for detailed instructions.	10	
Workshop 4: Cat Burglar			14
Lab 1: Getting Started			
	<i>Create a new project in Multimedia Fusion 2.</i>		
	<i>Copy art assets into the MMF2 library.</i>		
	<i>Create an opening screen and program a start button.</i>		
Lab 2: Building the Game			
	<i>Create a collision event between the cat and the maze.</i>		
	<i>Use the pick or count function to check if all the keys have been destroyed.</i>		
	<i>Program the game to move to the next frame when the player collides with the ruby object.</i>		
Lab 3: Spinning the Blades			
	<i>Using the Animation Editor, animate the spinner object.</i>		
	<i>Program the spinner object to bounce.</i>		
	<i>Program an event that takes away one life each time the player collides with the spinner objects.</i>		
Lab 4: Changing Animations			
	<i>Using the Animation Editor, change the animation of the Cat object.</i>		
	<i>Program the Cat to display a different animation when it collides with the spinner object.</i>		
Quiz 4			
	Workshop Quiz 4	3	
Assignment 3: Cat Burglar			
	See assignment description document for detailed instructions.	10	

Game Design I Course Outline		Points Possible	Course Hours
Workshop 5: Alien Defender			22
Lab 1: Setting Up			
	<i>Create a new project in Multimedia Fusion 2.</i>		
	<i>Copy art assets into the MMF2 library.</i>		
Lab 2: Adding the Game Objects			
	<i>Add art assets to the game frame.</i>		
Lab 3: Creating Events			
	<i>Create a collision event between the JitterCircles and the UFOs.</i>		
	<i>Set the properties of the JitterCircles to invisible.</i>		
Lab 4: Programming the Aliens			
	<i>Program an event so that every 65 seconds an alien falls.</i>		
	<i>Program an event so that the aliens are destroyed when they hit the shield.</i>		
Lab 5: Shooting the Aliens			
	<i>Create a custom cursor.</i>		
	<i>Test your game.</i>		
	<i>Program an event so that the aliens are destroyed when the user clicks on them with a mouse.</i>		
Lab 6: Creating Particles			
	<i>Add sound that occurs with a specific event.</i>		
Lab 7: Destroying Particles			
	<i>Set the lifespan of the particle so that the effect fades out.</i>		
Lab 8: Tracking the Score			
	<i>Add and program a counter to track health.</i>		
	<i>Add and program a score object.</i>		
Lab 9: Finishing the Game			
	<i>Create an event that increases the alien speed as the score increases.</i>		
	<i>Add and program a High Score Table.</i>		
	<i>Add and program a starting screen.</i>		
Quiz 5			
	Workshop Quiz 5	3	
Assignment 4: Alien Defender			
	See assignment description document for detailed instructions.	15	
Final Project			22
Assignment 5: Game Design Plan			
	See assignment description document for detailed instructions.	5	
Assignment 6: Original Game			
	See assignment description document for detailed instructions.	35	
		Total	90