

Game Design II 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			4
Topic: A Brief History of Gaming			
	<i>Recall significant events in the history of gaming.</i>		
Topic: Game Genres			
	<i>Match game genres to their descriptions and/or key elements</i>		
Topic: The Game Design Team			
	<i>List the skills needed by various members of a professional game design team</i>		
Quiz 1			
	Workshop Quiz 1	3	
Assignment 1: Game Design Careers			
	See assignment description document for detailed instructions.	8	
Workshop 2: Cave Crawler			19
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: Scrolling the Background			
	<i>Create multiple layers at differing speeds.</i>		
	<i>Program the scrolling event.</i>		
Lab 3: Adding the Rocket			
	<i>Add the rocket object.</i>		
	<i>Program the rocket to shoot bullets.</i>		
	<i>Change the hotspot of an object.</i>		
Lab 4: Adding Enemies			
	<i>Add enemy objects and base objects.</i>		
	<i>Program the enemy to spawn at given time intervals.</i>		
Lab 5: Scoring and Lives			
	<i>Add score and lives objects.</i>		
	<i>Program the rocket to destroy the enemy when they collide.</i>		
	<i>Program the bullet and enemy collision.</i>		
Lab 6: Finishing Your Game			
	<i>Add and program bonus objects to add extra time to the counter.</i>		
	<i>Add a high score table to the final screen.</i>		
Quiz 2			
	Workshop Quiz 2	3	
Assignment 2: Cave Crawler			
	See assignment description document for detailed instructions.	10	

Game Design II Course Outline		Points Possible	Course Hours
Workshop 3: Mystery			21
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 the starting screen using art images and sound.</i>		
Lab 2: The Entrance			
	<i>Insert and program a sub-application.</i>		
	<i>Program an animation event.</i>		
	<i>Create an event to move to the next frame.</i>		
Lab 3: The Foyer			
	<i>Add background images.</i>		
	<i>Add sound.</i>		
	<i>Create an event to move to the next frame.</i>		
Lab 4: The Library			
	<i>Add an event that creates a new object on a mouse-click.</i>		
	<i>Create an event to move to the next frame.</i>		
Lab 5: Collecting the Key			
	<i>Create and program a sub-application to appear on all frames.</i>		
	<i>Set and program a global value.</i>		
Lab 6: Using the Key			
	<i>Create event groups that are activated by a global value.</i>		
	<i>Create an event to move to the next frame.</i>		
Lab 7: Importing Images			
	<i>Import an image from the Web into MMF2.</i>		
	<i>Edit an image using the MMF2 Object editor.</i>		
Quiz 3			
	Workshop Quiz 3	3	
Assignment 3: Mystery			
	See assignment description document for detailed instructions.	15	
Workshop 4: Rainforest Rumble			22
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 the starting screen using art images and sound.</i>		
Lab 2: Players and Platforms			
	<i>Add layers at differing speeds.</i>		
	<i>Program the player to stop at the edge of the frame.</i>		
	<i>Place and program platforms to collide with the player.</i>		
Lab 3: Adding Obstacles			
	<i>Add the bird object and set a motion path.</i>		
	<i>Program the bird to drop pineapple objects.</i>		
	<i>Program a pineapple and player collision that results in a life lost from the player's lives.</i>		
Lab 4: Adding Effects			
	<i>Add the statue pieces.</i>		
	<i>Program the statue to reappear when the pieces are collected.</i>		
	<i>Create a new level.</i>		
	<i>Program the door to move the player to the next frame when the statue is complete.</i>		
Lab 5: Moving On			
	<i>Program the jumping board object to bounce when the player lands on it.</i>		
	<i>Add an object and set a motion path.</i>		
	<i>Set raindrops to fall at given time intervals.</i>		
Quiz 4			
	Workshop Quiz 4	3	
Assignment 4: Rainforest Rumble			
	See assignment description document for detailed instructions.	15	
Final Game			20
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	
Course Totals		100	90