

Field Trip # 16

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Content:

Notes to instructor:

LESSON PLAN for
Advanced Maze
Gaming Session**Intermediate Gaming with GameMaker**

Dr. Debra Chapman

Gaming

Students will learn how to create a more advanced maze computer game. An introduction to designing games & interactive gaming features will be discussed. A simple maze game will be created in GameMaker.

7th – 12th Grade

Workshop

The Student will be able to:

- Discuss many of the components needed in computer games
- Discuss the importance of a design document
- Create a basic maze game with user controllable player, actions, collectable objects, challenges, obstacles, multiple lives, & scorekeeping.

It is recommended that the instructor have at least one assistant in the lab to assist learners with the programming. This learning object can easily be fit into a 50 minute time frame or expanded as time allows. The instructor can cover as much material as time permits & allow students to create their own games. This activity should be done in a computer lab or a classroom with laptop computers. The instructor should have a computer connected to an overhead projector for demonstration.

A PowerPoint instructional slide show can be provided.

Part 1 (10 minutes: 10)

Review of GameMaker / Introductory Gaming Learning Object

Part 2 (5 minutes: 15)

Game Design Document

Part 3 (10 minutes: 25)

Interactive Gaming – Player Controlled Objects

Part 4 (25 minutes: 50)

Create a basic maze computer game

- Player
- Actions
- Rooms
- Collectable Objects
- Challenges
- Obstacles
- Multiple Lives for Player
- Scorekeeping

Part 5 (5 minutes: 55) – Advanced Features – including bonuses & advanced graphics