

TECHNOLOGY-12/13

SELECTIVE UNIT 7 (S07)

(Game Design)
(July 2017)

Unit Statement: The student will participate in creating, designing, and developing a computer game. Game design is the process of designing the content and rules of a video game and designing the gameplay, environment, storyline, and characters. The designer of a game is very much like the director of a film; the designer is the visionary of the game and controls the artistic and technical elements of the game in fulfillment of their vision. Video game design requires artistic and technical competence as well as writing skills. Within the video game industry, video game design is usually just referred to as "game design", which is a more general term elsewhere.

Essential Outcomes: (must be assessed for mastery)

1. The Student Will set up an environment and move the player.
2. TSW move the camera and set up the play area.
3. TSW create and pick up collectable objects, and display the score and text.
4. TSW set up boundaries and enemies.
5. TSW build the game.
6. TSW demonstrate that it is a playable game.

Suggested Materials/Software:

This website has full self-directed tutorials for students to design games on their own.
<https://unity3d.com/>

This a more advanced game design engine for higher level students.
<https://www.unrealengine.com/>

Destiny Webpath Express (found on QSI schools Library site) use this search engine to find age-appropriate websites that align with this unit.

ASSESSMENT RUBRIC FOUND ON FOLLOWING PAGE.....

Assessment Rubric – S07 – Game Design

Student Name: _____ **Date:** _____

**To receive a ‘B’ the student must show ‘B’ level mastery on ALL Essential Outcomes. (TSW’s)
To receive an ‘A’, the student must show ‘A’ level mastery on ALL available and ‘B’ level mastery on all remaining TSW’s.**

TSW	‘A’ Level Mastery	‘B’ Level Mastery	‘P’ Comments
1. The Student Will set up an environment and move the player.		Set up an environment and move the player.	
2. TSW move the camera and set up the play area.		Move the camera and set up the play area.	
3. TSW create and pick up collectable objects, and display the score and text.		Create and pick up collectable objects, and display the score and text.	
4. TSW set up boundaries and enemies.		Set up boundaries and enemies.	
5. TSW build the game.		Build the game.	
6. TSW demonstrate that it is a playable game.	Demonstrate that it is an engaging game that the user would play multiple times.	Demonstrate that it is a playable game.	