2D Platformers

EST class time – 3 hours (180 minutes)

Aim:
Look at 2D Platformers and game mechanics that get it to work.

Objective:
- Study 2D Platformers
    - o   Look at three games
- Make a Prototype
    - o   Use internal resources
    - o   Find external resources
- Report on Prototype

Time (min)	Learner Activities	Teachers Notes	Resources
15		Talk about 2D Platformers	Slides – 2D Platformers
30	Students research and write about three 2D Platformers Games and their mechanics		Written Task – 2D Platformer Mechanic Research
rem	Create a 2D Platformer prototype	Assist with resource research and getting them through the internal resources	Handout – Unity2D and Sprites 2D Platformer 2D Physics 2D Character Scripting
45	Edit images to work in the platformer		Handout – Image Editing
15	Report on Prototype		Written Task – 2D Platformer Mechanic Research

Homework
- Students can do some 2D Platformer Mechanic research at home, but that should be done before they work on the Prototype

Teacher's notes

Required Knowledge:
- None

This is where you write stuff to inform the teacher

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