# 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
  + Look at three games
* Make a Prototype
  + Use internal resources
  + Find external resources
* Report on Prototype

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| **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