

**Monday Game Makers**

**Week 1 - Construct 2 Introduction & Game Setup**

1. Intro’s: Who is Who!? Why are we here?
2. **Creating a Pixel Platformer in HTML5!** 
   1. Game Assets: Save game assets file already saved to the student machines.(<http://bit.ly/2cEhAWZ>)
3. Begin this UDemy Course as an overview:  
   <https://www.udemy.com/learn-construct-2-creating-a-pixel-platformer-in-html5/learn/v4/content>
   1. 1st lesson, pause video at beginning (Time:00.23sec in) and instruct everyone to setup the Construct 2 Dev environment to match the demo environment in the video.
   2. Look at the Dev environment and talk about the different sections, menus, general overview.
   3. 10 Tips & Tricks in Construct 2: <https://www.youtube.com/watch?v=ieYpEyYFbxw>
4. Continue UDemy Course
   1. Play video on projector and pause after each major instruction to allow students time to complete the instruction. Ask for Thumbs up to proceed.

**Instructor Notes:** In the first 2 hour lab meeting, we made it to 7:41 timestamp in the Tilemap Setup, part 2, item 3. Lab 2, continue from here with same games.

**Week 2**

1. Continue Tilemap setup: <https://www.udemy.com/learn-construct-2-creating-a-pixel-platformer-in-html5/learn/v4/t/lecture/3617718?start=465>

**Instructor Note: Document progress here**

Additional Content to extend the Lab and differentiate learning:

Why Make Games?

* 1. Famous Game makers in History?
  2. [The healing power of video games: Steven Gonzalez at TEDxSugarLand](https://www.youtube.com/watch?v=5FS31HWzyVo)