

Intro to Game Development




Course Overview

This beginner game development course introduces students to GameMaker Studio 2. Students will learn about a variety of disciplines related to video game development including game design, programming, level design, asset design, and playtesting. They will complete individual exercises for each concept and by the end of the course will understand several fundamental programming concepts.



Course Objectives

- Set up and familiarize with the GameMaker Studio 2 environment.
- Understand basic game development principles, including game design, level design, and non-verbal communication strategies in games.
- Explore fundamental programming concepts through practical exercises.
- Study the design philosophies of famous game designers and apply these insights to develop engaging and meaningful game experiences.
- Complete a comprehensive project by following a tutorial to build a full game.
- Engage in peer review and feedback to refine game development skills and enhance the quality of the game project.

Unit 1: Getting Started

- ☐ [Create a YoYo account](#)
- ☐ [Download the GameMaker Studio 2 IDE](#)
- ☐ Video -  Beginner's Guide to GameMaker
- ☐ Exercise -  GameMaker - Platformer Tutorial
- ☐ Exercise -  How To Make A Classic Arcade Game in GameMaker

Unit 2: Game Design Principles

- ☐ [Reading - Game Design Principles](#)
- ☐ Video - [The Design Philosophy of Famous Game Designers](#)
- ☐ Video -  Nonverbal Communication in Game Design
- ☐ Video -  Ten Principles for Good Level Design

Unit 3: Build a Full Game

- ☐ Choose one of three tutorials to follow along and build your first game: a 2D side scrolling platformer, a top-down action RPG, or a turn-based RPG.
 - ☐ Playlist - [GameMaker: Platformer](#)
 - ☐ Playlist - [GameMaker: Action RPG](#)
 - ☐ Playlist - [GameMaker: Turn-Based RPG](#)
- ☐ Peer Review and Feedback