# Make your own game

## Software Requirements:

All software that is used is freely available to the students, or has a free alternative that they can use at home.

* Microsoft Visual C# 2010 Express: (VS2010 Pro used in class)   
  [www.microsoft.com/visualstudio/en-us/products/2010-editions/visual-csharp-express](http://www.microsoft.com/visualstudio/en-us/products/2010-editions/visual-csharp-express)
* Microsoft XNA Game Studio 4.0  
  [www.microsoft.com/download/en/details.aspx?id=23714](http://www.microsoft.com/download/en/details.aspx?id=23714)
* Tiled Map Editor  
  [www.mapeditor.org](http://www.mapeditor.org)
* Adobe Photoshop(used in class)  
  <http://www.adobe.com/au/products/photoshop.html>
* Gimp (Photoshop alternative)  
  [www.gimp.org](http://www.gimp.org)

## Overview

The Make your own game holiday program is designed to introduce visual studio C# programming with XNA, as well as level design through the creation of a simple Mario clone.

Students will be able to design game levels within the Tiled Map Editor program, and convert its output for use in our C# XNA Game.

## Handout Content

* **Images:**  Contains a tile set image for students to use in there Mario levels
* **Maps:** Contains some pre made sample Mario game maps
* **Software:** Contains the software students can install at home
* **Solution:** Contains a starter project, this is required for the tutorials.

## Schedule

**Morning session:** 9:30am (3 hours)   
**Lunch:** 12:30pm (1 hour)   
**Afternoon Session:** 1:30pm (3 hours)

**Finish:** 4:30pm

**Day 1**

|  |  |  |
| --- | --- | --- |
| Topic | Time | Notes |
| **Meet and Greet** | ~10 – 15 minutes | Introduce yourself and Ask each student there name and a bit about them self |
| **Intro to make your own game.** | ~10 minutes | General chat about what will be covered and software that will be used. |
| **Start going through the provided walkthrough (day 1)** | 2 hours 30 minutes | Go through the provided handout step by step, fix students bugs as they arise for each student  Stop after adding the camera, allow students to manually create levels by editing the array |
| **Lunch** | 60 minutes |  |
| **Continue going through provided walkthrough (day 1)** | 2 hours 30 minutes | Continue going through the walkthrough.  Most of this session will be spent creating levels within the level editor. |
| **Finish up** | 30 minutes | Show off levels created by students |

**Day 2**

|  |  |  |
| --- | --- | --- |
| Topic | Time | Notes |
| **Continue with provided walkthrough (day 2)** | 3 hours | Josh, I’ve noticed the walk through is slightly short of finished. And does not go into printing the score onto the screen… depending on your group, you may need to do this one off the cuff.  Also note, you can fill in additional time by getting students to make new maps in tiled, and new tiles in Photoshop – have them edit the existing tile sheet. |
| **Lunch** | 60 minutes |  |
| **Burn student work and handouts to disk** | 2 hours 30 minutes | Each student will be provided with a blank disk, and the files and software used in the last day. Instruct the students on how to burn these images onto the disk.  After this task is done, let the students play on their own, answer questions and help students code new features |
|  | 30 minutes |  |