Interactive Media – Unit 1 – LO2

Lesson 10 – VG Development – Unity Basics

Worksheet

1. Starter – What problems could arise from an incomplete/untested game?
2. Starter – What are the benefits of a team working on a game rather than just one person?
3. Task 1 – Watch the demonstration of the simple Unity platformer game.  
   1. **BRONZE** – Do you think this game is complete? Why?
   2. **SILVER** – How long do you think it took to make this? Explain your reasoning.
   3. **GOLD** – What part do you think took the longest to make?  
        
        
      **Challenge** D – Explain why you think that is.