SKILLER UPPER

You're here to become amazing.

The Skiller Upper is here to learn. Maybe you aren't ready to dive into a game design team and deal with all these personalities. Maybe you want to have a good time learning something new. The Skiller Upper selects a tutorial and pursues it with the goal of learning more about all the aspects of game design.

🔍 **Useful Resources for Skiller Uppers** ✕

Game Designer
- Twine - twinery.org
  - Interactive tool for telling non-linear stories. Great for building out interactivity maps!.
- Game Design Doc Tutorial - https://gamedevacademy.org/game-design-tutorial/

Game Engine Tutorials
- Unity learn - learn.unity.com
  - Tons of projects to pick from. Talk to a Library staff member if you need help selecting a good project.
- Godot documentation - godotengine.org/

Level-up League sessions

In-person
Wednesdays @ 3:30
Bizzell Il118

Online
Tuesdays @ 3 | Register at libcal.ou.edu for link

Skiller Upper Weekly Goals
These goals are meant to keep you learning!

Check-in with a University Libraries' Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points)
Week 1: Select tutorial				
Week 2: Demonstrate tutorial progress!				
Week 3: Demonstrate tutorial progress!				
Week 4: Develop schedule to complete tutorial				
Week 5: Demonstrate how you've progressed				
Week 6: Complete Tutorial				
Week 7: Modify output from tutorial				
Week 8: Document what you learned and what you hope to learn next				
Week 9: Select next tutorial OR decide on a game dev role to learn more about				
Week 10: Outline a new project that utilizes what you learned in the tutorial				
Week 11: Develop a schedule to build the new project				