



# 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](http://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](http://learn.unity.com) - [learn.unity.com](http://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](http://godotengine.org/) - [godotengine.org/](http://godotengine.org/)

### Level-up League sessions

In-person

Wednesdays @ 3:30  
Bizzell 11118

Online

Tuesdays @ 3 | Register at  
[libcal.ou.edu](http://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				