

Lab Session 1 – Introduction to Mobile Games Programming

.Objectives

The objectives for this week are:

- Understanding the focus of mobile games programming.
- Gathering an understanding of the differences between mobile and PC / Console development.

.Tasks

Task 1 (20 – 30 Minutes)

- Come together in groups of 3-4 members.
- Discuss in your groups:
 - What you feel makes a good mobile game? Consider the attributes that it requires. List some examples.
 - Equally, what makes a poor mobile game? Again list some examples.
- Add your comments to the discussion board. Include the names of the people in your group.
- You will be carrying out group work as a coursework component. This is an ideal time to forge those groups.
- **This will be discussed with the rest of the group and the lab tutor.**

Task 2 (20 - 30 minutes)

- In your groups, discuss:
 - Differences between PC / Console and mobile games.
- List the differences. Consider input techniques, mechanics, gameplay, story, characters.

Mobile Games

- Add your comments to the discussion board. Include the names of the people in your group.
- **This will be discussed with the rest of the group and the lab tutor.**