# Making Your Game

In this lesson, students develop working prototypes of their games, have peers test them and provide feedback, and complete the final games!

## Objective

Students will be able to:

* Understand the final game requirements.
* Demonstrate their working game prototypes.
* Finish a game based on their prototypes and user feedback.

## Project Requirements and Setup

This is an open project by design – we want you to be creative and build something you’re excited about! At the very minimum, your game needs to have the items below, but don’t hold back your creative mind:

### REQUIREMENTS

* A simple game design document that includes a description of your game and how it meets the four good game elements (what you planned and chose).
* Demonstration of object and prefab transformation (position, rotation, and scale).
* Use of materials and colors.
* Player interaction.

## Prototype the Environment

The goal of the next three exercises is to develop a quick prototype of your game’s environment, player, and gameplay. After which you’ll get more feedback and proceed with your final development.

A quick prototype is as it sounds – not spending too long on details in order to get a working version that is good enough for you and others to experience and review.

For this exercise, complete a quick prototype of your environment in Unity. You may want to refer back to the previous tutorials to remember how to use prefabs and manipulate them. Remember your objects will also need to have a collider component in order for them to interact with your player in the next activity.

When done, publish your changes using Unity Collaborate (with the comment, “Environment prototype”) for your teacher to see and answer the questions in the editor before moving on.

Name of your Unity project:

What is your main design idea behind this environment?

How do you want this environment to make your player feel?

What role does this environment serve in the overall game?

## Prototype the Player

Now it’s time to make the game interactive by adding a prototype of a player of some sort. This can take many forms – a physical vehicle or character, or just the ability to interact with the environment.

You may want to refer back to the previous tutorials to remember how to create a vehicle or character and have the camera follow them. Remember your object will also need to have a collider and rigidbody component in order for it to interact with your environment and be influenced by gravity.

Once you are done with a working prototype, publish your changes in Unity Collaborate (with the comment, “Player prototype”) and answer the questions in the editor.

Who is the player in the game?

What was challenging about making the game interactive?

What did you learn in this process?