Games Britannia Workshop Plan

Phase 1 – Introduction

Begin: 0 mins Duration: 7.5 mins

Step	Туре	Name	Description	Time
1.1	Slide	Intro Slide		N/A
1.2	Slide	Welcome Slide		0.5m
1.3	Slide	Workshop Overview	Breakdown of the workshop components, introduce 'catch-up' concept, go home with an android APK	1m
1.4	Slide	Game Maker Introduction	Justification, free "lite" version, multiplatform, from prototyping to retail games	3m
1.5	Slide	'Outbreak' Intro	Describe the game, story & mechanics	3m

Phase 2 - Setting the Stage Begin: 7.5 mins

Duration: 29.5 mins

Step	Туре	Name	Description	Time
2.1	Slide	Getting Started	Show how to open outbreak_1.gmk	0.5m
2.2	Activity	Launch Game Maker	Make sure everyone has Game Maker open with "outbreak_1.gmk" loaded	1m
2.3	Slide	Rooms	Explain rooms and their co-ordinate system	2m
2.4	Activity	Load Room	Make sure everyone has the "outbreak" room open	0.5m
2.5	Slide	Background	Show how to choose a background	1.5m
2.6	Activity	Place Background	Make sure everyone has their backgrounds setup correctly placed and knows how to toggle grid	2m
2.7	Slide	Tiles	Explain tiles and show how to place them in Game Maker	2m
2.8	Activity	Tile Placing	Give a few minutes for everyone to place their own tile sets	5m
2.9	Slide	Scenery	Explain why scenery elements need to be objects rather than tiles	2m
2.10	Slide	Scenery Slicing	Explain why scenery is sliced, collision/no-collision	2m
2.11	Slide	Draw Order	Explain we are simulating 3D need to consider draw order	2m
2.12	Activity	Scenery Placement	Make sure everyone is placing scenery items correctly and has a few scenery pieces in the scene	6m
2.13	Slide	Running	Explain how to run the game	1m
2.14	Activity	Test Run	Make sure everyone has tried running their game, explain that only part of the room is visible	2m

Phase 3 – Character Setup (Griff/Tom - 40 mins) Begin: 37 mins

Duration: 40 mins

Step	Туре	Name	Description	Time
3.1	Catch-up	Outbreak_2	Make sure anyone who is behind catches up to Outbreak_2.gmk	1m
3.2	Slide	Character	Introduce the character, what will his abilities be?	2m
3.3	Slide	Events	Introduce concept of events and actions	4m
3.4	Slide	Character Movement	Explain how we introduce movement in games, small steps	3m
3.5	Slide	Character Movement	Describe key bindings and events	1m
3.6	Slide	Local Co- ordinates	Every objects has its own co-ordinate system relative to the object	2m
3.7	Slide	Co-ordinates	Show which co-ordinates to apply for each event	1m
3.8	Walkthrough	Move Events	Demonstrate how to add key press events and trigger relative movements (Phase 1)	3m
3.9	Activity	Move Events	Make sure everyone has added key press events for their character (Phase 1)	2m
3.10	Walkthrough	Move Events	Demonstrate how to add key up events and stop movement (Phase 2)	3m
3.11	Activity	Move Events	Make sure everyone has added key up events for their character <i>(Phase 2)</i>	2m
3.12	Catch-up	Outbreak_3	Make sure anyone who is behind catches up to Outbreak_3.gmk	1m
3.13	Slide	Animations	Explain how we use separate animations for each walk direction	2m
3.14	Slide	Animations	Introduce the "change sprite" action	2m
3.15	Walkthrough	Change Sprite	Demonstrate how to add the first animation change	3m
3.16	Activity	Change Sprite	Make sure everyone has added the correct animations for each direction	5m
3.17	Slide	Problem?	Explain player states and stopping the animation	2m
3.18	Activity	Fix Problem	Make sure everyone has added the stop animation events	5m

Phase 4 – Projectiles Begin: 1hr 17 mins

Duration: 25 mins

Step	Туре	Name	Description	Time
4.1	Catch-up	Outbreak_4	Make sure anyone who is behind catches up to Outbreak_4.gmk	1m
4.2	Slide	Breaching The Castle	Introduce the catapult	2m
4.3	Slide	Catapult Placement	Ask everyone to place in the level, also explain destroy/no-cheat code	1m
4.4	Activity	Catapult Placement	Make sure everyone has managed to place the catapult object in their game	2m
4.5	Slide	Catapult Behaviour	Explain we need to add the logic to fire bombs from the catapult	1m
4.6	Slide	Catapult Event/Action	Explain the steps to add events/actions to obj_catapult	2m
4.7	Activity	Bomb Creation	Make sure everyone has managed to create the bomb on alarm 0	4m
4.8	Slide	Bombs Away	Explain how to add event/action for bomb movement	2m
4.9	Activity	Bomb Movement	Make sure everyone has their bomb launching	3m
4.10	Slide	Not On The Moon	Explain that the bombs trajectory is flawed	1m
4.11	Slide	Formula	Introduce Euler Integration and key variables	1m
4.12	Slide	Adding Gravity	Explain how to add gravity to obj_bomb	1m
4.13	Activity	Adding Gravity	Make sure everyone has gravity set	4m

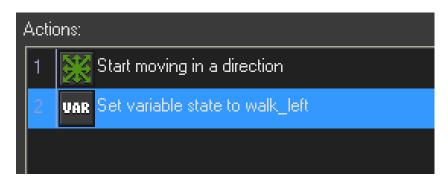
Phase 5 – Play Test Begin: 1hr 42 mins

Duration: 6 mins Presenter: N/A

Step	Туре	Name	Description	Time
5.1	Catch-up	Outbreak_5	Make sure anyone who is behind catches up to Outbreak_5.gmk	1m
5.2	Activity	Play Test	Let the students play test their game and tweak placement / values etc.	5m

Movement Setup

Phase 1 - Key Press Events



Phase 2 – Key Up Events

