Games Britannia Workshop Plan

Phase 1 – Introduction

Begin: 0 mins
Duration: 7.5 mins

Step	Type	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	Type	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	Type	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 *(Phase 2)*	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	Type	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	Type	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

Actions:

1	✳	Start moving in a direction
2	VAR	Set variable state to walk_left

Phase 2 – Key Up Events

Actions:

1	VAR	If state is equal to walk_left
2	▲	Start of a block
3	✳	Start moving in a direction
4	VAR	Set variable state to standing
5	▼	End of a block