

Inside Making Mobile Games...

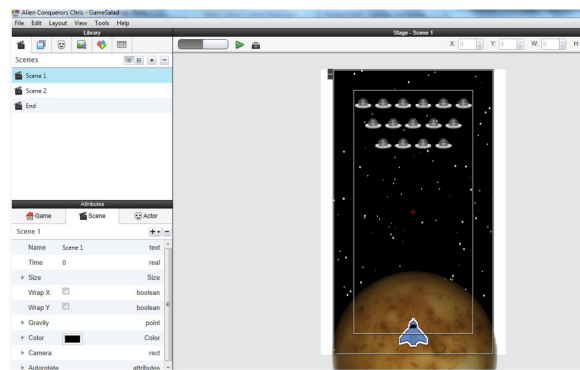
Lesson 3W: The "Aliens Zulama" Game Template

Essential Question

- Why is it important to carefully examine all the pieces and parts of the template?
- Which part of the template do you find the most interesting?

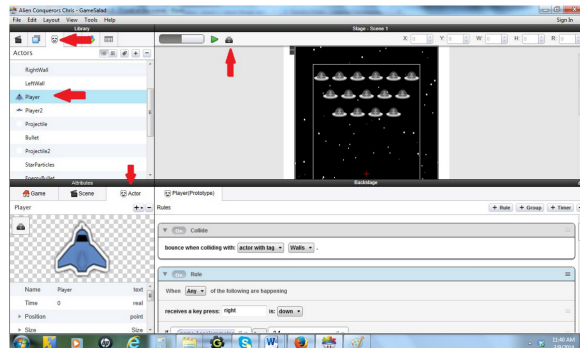
Look at the Scenes

Go back to the Scenes button. Double-click on Scene 1. You'll see this:



Click on "Player"

Now go back to the Actors tab in the Library. Also choose Actor in the Attributes panel. Scroll down in the library panel to see the actor named *Player*. Select *Player*. To see the rules and behaviors assigned to *Player* you may need to click on the Toggle Backstage icon. See below:



Description

Get familiar with the pieces and parts of a template in GameSalad.

Standards Alignment: College and Career Readiness standards for Reading and Writing Literacy in Science and Technical Subjects, Modeling with Geometry, and Speaking and Listening, grades 9 - 10.

Materials

None

Notes/Lesson Plan

Examine the other important actors and the first scene in the game template.

Assignments

Bullets and Scenes Activity

Add Assignment

Bullets and Scenes

Description

As you worked through the course so far you have learned that actors have attributes and behaviors. In the Bullets and Scenes lesson we looked at several Rules in detail. Now it is your turn to modify an Actor.

Select an actor which appears in Scene 1. For the actor complete the following:

1. Experiment with changing at least one attribute of this actor.
2. Modify one of the rules to see the effect that it has on the actor and the game play.

When done, zip and upload your GameSalad project and answer the following questions.

Instructor Note

Run the student's completed project to verify that the changes described have been implemented.

Applicable Rubrics:

- Group Activity
- Individual Work

Question 1:

Upload your completed compressed GameSalad project here.

Choose Files No file chosen

Question 2:

Describe the attribute you changed.

Question 3:

Describe the rule that you changed and the effect it had on game play.

Save