

# Making Mobile Games

## Scope and Sequence

Module	Hours	Lessons	Pair Programming Activities	Individual Activities
1 <b>Introduction to Game Design with GameSalad</b>	7	1 Game Design and GameSalad Fundamentals 2 Getting Started as a Game Designer by Modding 3 The “Aliens Zulama” Game Template 4 Bug Fixing	<ul style="list-style-type: none"><li>• Bullets and Scenes</li><li>• Scene 2, Part 2</li></ul>	<ul style="list-style-type: none"><li>• What’s Your Favorite Game?</li><li>• Made Up Rules</li></ul>
2 <b>Game Design Tools and Game Balance</b>	6	5 Game Design Tools 6 Fundamentals of Game Balance 7 Methods to Balance Games 8 Playtesting	<ul style="list-style-type: none"><li>• Start to Balance Alien Zulama</li></ul>	<ul style="list-style-type: none"><li>• Creating Game Design Documents</li><li>• Balance Issues with Alien Project</li></ul>
3 <b>Playtesting and Game Design Principles</b>	4	8 Playtesting 9 Game Objective and Feedback	<ul style="list-style-type: none"><li>• First Public Design Prototype</li><li>• Playtest Prototype Three Times</li></ul>	<ul style="list-style-type: none"><li>• Crazy Ball Wall Breaker Feedback</li></ul>
4 <b>Pitch It</b>	3	10 Progression	<ul style="list-style-type: none"><li>• Leveling System</li></ul>	