



PARK MAITLAND GAME DESIGN & CODING WORKSHOP (GRADES 4-6)

Workshop is 2 hours in length and promptly begins at 3:30pm and end at 5:30pm.

DESCRIPTION

Anybody can play a game, but it takes special knowledge and drive to create your own games. In this workshop, we will explore the basics of the GameMaker Studio software and how it helps to streamline the development process. Students will design a new theme for an existing arcade-style game, and then create every aspect required to make it work. They will select pre-made game art assets then use powerful tools to turn their still pictures into animations that enhance their game's style. After this workshop, students will have an increased awareness of how the games they love were made, and a much clearer picture of the design and development process.

GOAL

Students will learn about the GameMaker Studio development environment and create a 2D game

OBJECTIVES

Students will be able to:

- Create a playable 2D arcade-style game using the same tools as industry pros
- Select custom pixel-art sprites for characters, objects, and environments
- Use a visual scripting environment to add dynamic behaviors to game objects
- Incorporate game testing and feedback to improve your game

WHO IS THIS FOR?

Kids interested in game development, arcade-styled games, or indie game creation and wish to take their game skills to a new level