



# Game Development

## Guidelines for Online Learning

### Section-I Learner's General Point of Consideration

- ◆ The learner must get familiar with the Session's Interface and understand:
  - ▶ How Session is going on?
  - ▶ How to Toggle window between the sessions and Software while performing activities or wherever instructions provided
  - ▶ Log in to Game Development Software
  - ▶ How to perform any Quizzes & Activities
- ◆ Lesson Plans must also be reviewed in-advance to meet all the requirements before the sessions start
- ◆ It is necessary to visit all the reference links to reinforce the concepts
- ◆ Suggest to create their own email ID, if not then parent's email ID has to be used.

### Section-II System Specification

#### A) Operating System

- ▶ Windows: Windows 7, Windows 8, Windows 8.1, Windows 10 or newer
- ▶ Mac: OS X / macOS 10.9 or newer
- ▶ Linux: 64-bit Ubuntu 14.04+, Debian 8+, openSUSE 13.3+, or Fedora Linux 24+
- ▶ Chrome OS: Any Chrome OS device updated to v57+
- ▶ Android: Any Android 5.1+ device with at least 1GB RAM
- ▶ iOS: Any iOS 13+ device

#### B) Supported Browser

- ▶ Google Chrome 57+
- ▶ Other browsers that use the Chrome browser engine (Chromium), such as Opera and Yandex, providing they are updated to Chromium 57+
- ▶ Firefox 55+
- ▶ Safari 13+
- ▶ Microsoft Edge 79+

### Section-III Internet Connectivity

- ◆ The first and foremost requirement is a good network connectivity for the smooth running of the classes
- ◆ Lack of internet connectivity may cause:
  - ▶ Audio/Visual Disturbances
  - ▶ Some Quizzes may not work properly
  - ▶ Captions or Images may not be displayed
  - ▶ Activity's Instruction may not be clear
  - ▶ Software glitches may also occur

### Section- IV Digital Equipment

- ◆ Laptop or Desktop
- ◆ A Tablet or I-pad may also be used
- ◆ Speakers/Headphones

### Section- V How to Perform "Gaming Session"

- ◆ Once you login into the session, please go through the "Lesson Plans" for each day
- ◆ Lesson Plans are prepared for Each Day with the following details:
  - ▶ Estimated Time Requirements & Objective of the Session
  - ▶ Learning Resources Link
  - ▶ Software Links and other important links for the session
  - ▶ Details of Learning Materials if required
- ◆ Once the session starts reloading again and audio/video is paused due to bad internet connectivity, then refresh the page
- ◆ Our Game Development sessions contain Objective of Session, Summary, Assignment & Knowledge Check Quiz. It also contains the "Steps of Instructions" for performing Activities
- ◆ Activity's Instructions and Knowledge Check Quiz must not be skipped
- ◆ Performing Activities enables Learners to understand the logics and concepts applied in developing any games
- ◆ Number of Interactions performed under Knowledge Check Round reflects Day-wise Performance of Learner through Results
- ◆ For performing any activities, the toggling of a window between instructions and software must be followed as mentioned on the Activity slides
- ◆ Time Requirements may vary Day-wise or Activity wise depending upon the Topic Covered. However, the Estimated Time for the Session is 60 Mins.
- ◆ Each Day Assets links are provided on the session itself for Developing Games or performing any Assignment

***To complete the session, learners are required to score at-least 40 percentage***

## Section- VI “Software Guidelines”

- ◆ In order to perform any Gaming activity, you need to Login to the software and create your own account. To create an Account, learners must have valid email ID.
- ◆ Standard procedure for logging is provided; however, the software interface may show variation while login
- ◆ To explore the Gaming Software, you need to purchase the software of your own or may also get its subscription (monthly or yearly basis)
- ◆ Once activities are performed, saving of file is mandatory
- ◆ For playing Games on Mobile or Desktop, an export option is provided. Exporting instructions may vary from system to system
- ◆ Gaming Software used to have lots of Icons and Tools and hence it is suggested to visit learning link mentioned on a lesson plan for better understanding
- ◆ Effort has been done to cater specific tools day-wise and develop the game based on the tool for building the Strong Concepts
- ◆ Game Designed in sessions are based on Event Sheet
- ◆ Resource Files (Software Files) are also available for Designing Game (correspondence links are provided in the session itself)
- ◆ For better clarity, in each session, all the steps from scratch have been incorporated
- ◆ The interface appearance may vary from system to system.
- ◆ Can resize or add different bars from the menu
- ◆ Ensure while working with layers, they are not locked, if so, you can't edit them.
- ◆ While previewing different options are available for layout, project, etc. which you need to select accordingly
- ◆ While adding music, .wav files are preferred
- ◆ All the games are designed by infusing some logic and these are applied through adding events. If any events or steps are missed, the game won't work properly

**Note:** Estimated Time Duration for Completion of Course is 3 Months