



Welsh  
**Games**  
**Academy**

Lesson Plan

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# Introduction To Game Making Using Flowlab

— Taster —



Created by  
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**Title: Introduction to Game Making Using Flowlab / Taster**

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<b>This session is for the age group</b>	10+	
<b>How many sessions</b>	1	
<b>How long is each session</b>	1hr 30mins	
<b>Do you need assistance</b>	10-16: yes	16+: No

<b>Equipment Needed to deliver Session</b>	Computer, Print out of check list, pen, delivery screen
<b>Programs/ Software/ Language taught during sessions</b>	Flowlab

**Session description:**

Introduction to game creation using FlowLab, a browser-based tool for creating 2D browser games. Learn the process by creating a simple game.

**Copy:**

Unleash your creativity and learn the fundamentals of game design in just 90 minutes with Flowlab! A user-friendly browser-based tool makes it easy to create your own 2D games, and in this one-time workshop, you'll get hands-on experience building a simple game from start to finish. Plus, you'll even have the opportunity to take your game to the next level before the end of the session. Sign up now and discover your inner game developer!



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**Session Breakdown:**

- Session 1
  - Starting a new project & setting up a scene in Flowlab
  - Creating sprites and control objects
  - How to control sprites using node base code
  - Simple editing of sprites and animation
  - Include simple sound effects
  - Adding in simple game mechanics
  - Bug testing

**Student outcomes:**

- Navigate through Flowlab.
- Able to connect node codes correctly and understand why they happen.
- Follow the lesson plan and create a simple clicker game, that has a full game loop: Star- play- end
- Use skills learnt throughout the session to expand their game through independent learning.

**What is the basic pass criteria for a student:**

Created a working clicker game.