



Welsh
Games
Academy

Lesson Plan

Game Development for Beginners

— Beginner —



Created by
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Title: Game Development for
Beginners / Beginner

This session is for the age group	10+	
How many sessions	3/6	
How long is each session	2-3 hr	
Do you need assistance	10-16: yes	16+: No

Equipment Needed to deliver Session	Computer, delivery screen
Programs/ Software/ Language taught during sessions	Flowlab / Game Maker Studio 2

Session description:

Learn the benefits of a Game Design Document and how to create two simple games using Flowlabs, a browser-based game development tool, and GameMaker Studio 2, a more powerful industry standard game development engine. Discover techniques for transitioning between the two platforms and creating more complex games.

Copy:

Beginner game developers, this course is for you! Join us for a two-session journey into the world of game development. Learn the benefits of a Game Design Document and how to create two simple games using Flowlabs, a browser-based game development tool, and GameMaker Studio 2, a more powerful industry standard game development engine. Perfect for those new to the field or looking to



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expand their skills, you'll discover techniques for transitioning between the two platforms and creating more complex games. Turn your ideas into reality, sign up now!

Session Breakdown:

- Flowlab
 - Introduction
 - Overview of what will be covered in this session
 - Explanation of Game Design Document and its importance
 - Demonstrate a sample Game Design Document for our game
 - Login and create a game
 - Set up a scene and establish player and level layout
 - Add animation and camera movement
 - Integrate health, damage, sound, and collectables into the game
 - Learn to transition between levels and screens
 - Create enemies and boss level with player interactions
 - Complete the game loop (Start -> Play -> Reset)
 - Conduct bug testing and exploration.
- Gamemaker Studio 2
 - Recap last session's content in a quick group chat
 - Overview of what will be covered in this session
 - Demonstrate a sample Game Design Document for our game
 - Set up and create a new project in GMS2
 - Create sprites and objects with proper naming conventions



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- Add movement and state changes to sprites
- Integrate additional objects with unique sprites and interactions
- Design a room layout and place objects
- Create a win screen and transition between rooms
- Incorporate sound and fix bugs
- Add particle effects to the game
- Conduct additional bug testing
- Implement a restart feature
- Enhance movement mechanics for other objects
- Finalize the game with exploration and bug testing.

Student outcomes:

- Navigate through Flowlabs and Game Maker Studio 2
- Able to correctly connect behaviors in both engines and understand why they happen
- Follow the lesson plan and create a platformer in Session 1 and a Puzzle(Maze) type game in Session 2
- Use skills learnt throughout the sessions to expand their game through independent learning.

What is the basic pass criteria for a student:

Create a full loop game in Flowlab- Platformer
and Game Maker Studio- Puzzle (Maze)