

## ENG4C: IT Group

The presentations that we assemble should “fit together” and need to have the following structure as already discussed.

1. The first presentation should focus on how the major components of a narrative text (setting, characters, plot and tension) can be translated into the key elements of a good game (location, characters, goal and actions). The idea here is to use previous knowledge in establishing how the game works.
2. The second presentation of a group will show how the elements of the game as outlined in the first presentation can be turned into meaningful objects within the gaming environment. If the hero of the game is going to be the main actor in the development environment, then we need to create the hero object, assign a sprite or sprites to it, give it actions it can perform and also create the other objects with which that hero object will interact etc.
3. The third presentation will show how these objects that we create will be turned into a meaningful game.

To do this, the group that is developing this material should sit down and establish what, in general will be included in these presentations, what material will be included in the first presentation, how this will be turned into the material that shows up in the second presentation and then how this will translate into the game in the third.

Might I suggest the following as a strategy for going about this get together and:

1. Establish what the “setting” component of the game will include, then establish the objects and layout for this component of the game. Then:
  - a. Go back to your computers and for the person setting up the first presentation set up those slides that will deal with the setting/location, showing how the setting of the chapter can be translated into the setting in the game. For the second presentation show how the sprites can be created, how the objects can be set up and instantiated, for the third person show how this is actually done in the development environment.
  - b. Use the coding environment to show this as needed as you do so.
  - c. Set up any parts of your template that will help the students you teach, get this part of the job done.
  - d. Bring this material back to the larger group, show them what you have done, discuss it, then move on to
2. Create a couple of the characters the same way, i.e. as a group:
  - a. Establish what is needed in the game, and then show this is done in your presentation,
  - b. Create character objects and sprites, and show how this is done
  - c. Show how these objects are animated/set up to interact with one another, or with other objects in the game.

3. Finally do the same setting up the goal of the game, and establishing how to determine when it is achieved—is this a game where you end up dead? Is this a game where you collect points? How is it done? And then work this through in terms of describing it and supporting the process of thinking this through with a template. Then create whatever template is needed to help show the interactions that will need to be coded and finally, show the coding.

The process of setting this game up should be cyclical. In the first part of the cycle, you should lay out what, as a group you would like to get done and who will do it, what materials will be created, who will create this material, when it will get done, and then what you want to show one another when you next meet.

Having created the first part of your materials you really need to get together, sort out whether or not you are on the same page, and then make adjustments as needed. I have attached a meeting template to help you with this process.

**Deliverables:**

**Team Mark:**

1. At each meeting a completed Meeting template (group mark).
2. From the team three presentations marked together that collectively show how the game goes from being an idea to a completed item.—20% of Overall Mark

**Individual Mark:**

1. Delivery of presentation
2. Your individual presentation materials
3. An additional resource to be used in assisting the folks you will be showing how to do this. Could be a template that allows the group to outline the basic elements of the game, could be a series of resources (like those found in the tutorials that we have completed) and then a step by step tutorial showing how to create some sample parts of a game. Could also be a game file with some of the steps completed so that the students can then work on this material.

Specific Evaluation Criteria to be Negotiated By Group. Consider using:

1. Our standard presentation rubric for presentation delivery and slides.
2. Some of our standard report rubric criteria for the remainder of our materials.

Meeting Template:



Goal of this particular meeting

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**Problem to be addressed (Agenda Item):**

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\_\_\_\_\_

Decisions:

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\_\_\_\_\_  
\_\_\_\_\_

Actions:

Who? \_\_\_\_\_  
\_\_\_\_\_

What?

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Actions:

Who? \_\_\_\_\_  
\_\_\_\_\_

What?

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**Problem to be addressed (Agenda Item):**

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Decisions:

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Actions:

Who? \_\_\_\_\_

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What?

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Actions:

Who? \_\_\_\_\_

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What?

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**Problem to be addressed (Agenda Item):**

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Decisions:

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**Actions:**

Who? \_\_\_\_\_  
\_\_\_\_\_

**What?**

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\_\_\_\_\_

**Actions:**

Who? \_\_\_\_\_  
\_\_\_\_\_

**What?**

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**Next Meeting Time:**

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Who will bring what to meeting (what will they have done and what will they show):

Who? \_\_\_\_\_

**What?**

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Who? \_\_\_\_\_

**What?**

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Who? \_\_\_\_\_

**What?**

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