

# Game Slides

Use these as notes for your final game presentation!  
You need to take the content from these slides and turn them into something that is coherent  
and easy to look at

# Game Tasks

## Week 1: Nov 21-26

- Task 0:
  - Collect old materials
  - Get a starter file
- Task 1: Write/find a narrative for game. Start or find an appropriate spreadsheet for data. I'll help!
- Task 2: Write about what changes over time
- Task 3: Propose a State for the *whole* game
  - Game
  - Player
- Task 4: Write an initial State

## Week 2: Dec 2 - 6

- Task 5: Make the background
- Task 6: Display the player on the screen
- Task 7: Make sure that your data sheets talk to your game correctly--they don't have to be perfect but they do need to load
- Task 8: Write a *plan* for your how you will *display* your first List-based feature
  - How will you build the States from the table?
  - How will you draw a single item?
  - Use recursion to draw a smaller-scale version first
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## Week 3: Dec 9 - 13

- Task 9: Make your character "move"
  - Use branching!
- Task 10: Plan and implement your feature
  - How are they drawn?
  - How will they change over time?

## Week 4:

- Finalize game
- Prep slides
- Present
- Reflect

- Making stuff move in a List:
  - draw-list to display
  - update
  - Map the update function to the list
- How to restrict movement to a region?
  - Inside an update function, you will need a conditional
- Can you change your idea? YES!
- Do we have to hand-draw an example? No, but you should have something you can refer to. Like an existing video or picture

# Task 0 - Deadline Dec 3

- Task 0:
  - Collect old materials:
  - [Classroom assignments:](#)
  - Get a starter file

# Task 1 - Deadline Dec 3

- Task 1: Write/find a narrative for game. Doesn't have to be detailed. Start or find an appropriate spreadsheet for data. I'll help those of you who need to create a file!

## Task 2 - Deadline Dec 3

- Task 2: Write about what changes over time during game play.

# Task 3 - Deadline Dec 3

- Task 3: Propose a State for the *whole* game
  - Game can hold
    - Player
      - Position?
      - Velocity?
      - Status?
    - Features
      - Position?
      - Velocity?
      - Status?
    - Other status stuff?
      - Game over or not

## Task 4 - Deadline Dec 6

- Task 4: Write an initial State

## Task 5 - Deadline Dec 6

- Task 5: Make the background

## Task 6 - Deadline Dec 6

- Task 6: Display the p1ayer on the screen

## Task 7 - Deadline Dec 13

- Task 7: Make sure that your data sheets talk to your game correctly--they don't have to be perfect but they do need to load

# Task 8 - Deadline Dec 13

- Task 8: Write a *plan* for your how you will *display* your first List-based feature
  - How will you build the States from the table?
  - How will you draw a single item?
  - Use recursion to draw a smaller-scale version first

# Task 9 - Deadline Dec 13

Week 3: Dec 9 - 13

- Task 9: Make your character “move”
  - Use branching!

# Task 10 - Deadline Dec 13

- Task 10: Plan and implement your feature
  - How are they drawn?
  - How will they change over time?
  - What did you learn from your other activities that you can add?

It's Time to Play the Game! - Dec 17