Video Game Design Series
Workshop Descriptions

All workshops are from 9:00- noon at CVCC
Grades: 7-9 & 4-6 (See below for dates)
Fee: $15 for each workshop

**Maze Game Workshop ~** This 3 hour workshop will show students how to create a simple maze game using version 8.1 GameMaker software. Students will learn how to display the score and the lives, how to create monsters, and how to add several special features like movable blocks. In addition, each student will learn to create an executable of their game to copy to a flash drive to take home.

**Platform Game Workshop ~** This 3 hour workshop will show students how to create a simple platform game using version 8.1 GameMaker software. Students will learn how to make a character jump and land, how to crush monsters when the character jumps on top of them, and how to use tiled backgrounds for creating appealing graphics. In addition, each student will learn to create an executable of their game to copy to a flash drive to take home.

**Storyboarding & Game Design Workshop ~** During this 3 hour workshop, students will learn to create storyboards, develop rough sketches of their game world, as well as develop their own original characters and action, putting these concepts all together into a design document. Prior working knowledge of GameMaker or comparable gaming software is preferred. The main focus of this class is about being creative using version 8.1 of GameMaker software.

9/28 – Maze Games (gr. 7-9)
11/2 – Platform Games (gr. 7-9)
11/9 – Storyboarding and Game Design (gr. 7-9)
11/16 – Maze Games (gr. 4-6)
12/7 – Platform Games (gr. 4-6)