

POST-CLASS STUDENT ACTIVITY 1.6: CAPTURE USER DATA

Lesson Objective 1.6:

Capture user data. *Topics:* Save and restore user data, save and restore game state, handle input states, store data, manage game state.

Additional learning resources:

Other resources (books, e-references):

Miles, Rob. Microsoft XNA Game Studio 4.0: Learn Programming Now! (Redmond: Microsoft Press, 2011)

Rogers, Scott. Level Up: The Guide to Great Video Game Design (West Sussex, UK: John Wiley & Sons, 2010)

Schell, Jesse. The Art of Game Design: A Book of Lenses (Burlington: Morgan Kauffman, 2008)

Resources, software, and additional files if needed for this lesson:

1. None

Student activity:

Directions to the student:

Read the following scenario and complete the chart for four of your favorite games.

Scenario:

User data is saved and restored so a player can continue where he or she left off. Examples include: after a player's turn is over, or when the game is restarted. User data can be saved by the user at any time during the game, when certain objectives have been met, at particular locations in the game, or automatically by the gam. The user data can be restored by accessing a load menu at the beginning of the game or during the game, as decided by the designer. There may be various other combinations for saving and restoring data.

Content:

Game	What data is saved?	When is data saved?	When is the data restored?

KEY 1.6: CAPTURE USER DATA

Content:

Answers will vary.