

IN-CLASS STUDENT ACTIVITY 3.2A: PLAN FOR GAME STATE

Lesson Objective 3.2:

Plan for game state. *Topics:* understanding games' main loop (input/update/render), understanding the flow of a game, loading, menus, save-load.

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

1. A workstation with Microsoft Office® installed
2. Internet access

Guiding questions:

1. What does game state consist of?
2. What are the three main states of game play with XNA®?
3. What is the XNA content pipeline?

Student Activity:

Directions to the student:

Read the following scenario. Follow the directions to brainstorm a new game and create a flowchart with a partner. Submit your work to your instructor.

Scenario:

Wingtip Toys is launching a new promotional giveaway to customers who order a minimum of \$50 in video games from their new online store. Customers will receive a free download of the Catapult Wars game if they meet this minimum requirement. However, you would like to make it more profitable for the company by offering several games in the promotion if customers order a minimum of \$100.

It has been decided to create a few simple games that would add to the enticement. You and your teammates have been assigned to plan one of these new games.

Content:

View the video and review the "Designing the Game" article: <http://create.msdn.com/en-US/education/tutorial/2dgame/design>

1. With a partner, plan another simple game. Some examples of different game types to consider:
 - Role-playing
 - Action
 - Puzzle
 - Music
 - Sandbox
 - Real-time strategy (RTS)
 - Turn-based strategy (TBS)

2. Answer these questions about the game you have selected.
 - a. What kind of game is it?
 - b. What is the game objective?
 - c. What are the gameplay elements?
 - d. What are the engineering elements?
 - e. What art assets do you need?
3. With a partner, create a flowchart for this new game that is similar to the flowchart on the website.
Title the flowchart.