

IN-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.

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

1. None

Guiding questions:

1. What does user data consist of?
2. How is user data saved and restored?
3. How is game state saved, restored, and managed?

Student activity:

Directions to the student:

Read the following scenario and respond to the situation presented. Verify your answers with the instructor. Request assistance from the instructor as needed. Share your ideas with the class.

Scenario:

Khadder the Destroyer is an action-adventure game in which players fight their way through ever-increasing swarms of enemies to rescue Princess Sreym from the evil warlord Magnilub. It is easy to lose a life to enemies, and a player is expected to fail a couple times before mastering a level; therefore, saving and restoring user data is a significant part of the game design. Players score points for how many enemies they defeat and gain credits for purchasing new inventory, such as costumes and weapons.

Content:

You have been asked to design the user data management system. Describe your plans for handling user data.

First, specify what user data you will save. What important pieces of data would the user expect to be restored when play is resumed after a player loses a life, or when a player loads a saved game?

Second, explain how data will be saved. Will it be saved automatically at checkpoints, will you give the responsibility of saving to the user, some combination of these, or something else?