

Module Records: **Game Design** (aka GM)

Student Name

Name _____ Student # _____

Module # _____

Record Keeping (70)	_____	_____
Daily Work (70)	_____	_____
Start Up (70)	_____	_____
Assessments (60)	_____	_____
RCA's (120)	_____	_____
Post Test (100)	_____	_____
Mini Writing (Due S-6)	_____	_____
Total	_____	_____

A = 470-423 B = 422-376 C = 375-329 D = 328-282

Session 1

Date ____/____/____ Attendance **P / A**
 Module Guide Pre-Test Yes / No
 Completed Assessments for Session Yes / No
 • Activity GM – Interface, Sprites, Objects Yes / No

Session 2

Date ____/____/____ Attendance **P / A**

____ / 30 **RCA Score**

- Activity GM - Rooms Yes / No
- Activity GM - Sounds Yes / No

Session 3

Date ____/____/____ Attendance **P / A**

____ / 30 **RCA Score**

- Activity GM - Properties Yes / No

Session 4

Date ____/____/____ Attendance **P / A**

____ / 30 **RCA Score**

- Activity GM – Object Controller Yes / No
- Activity GM – Object Buttons Yes / No

Session 5

Date ____/____/____ Attendance **P / A**

____ / 30 **RCA Score**

- Activity GM – Game Start End Yes / No

Session 6

Date ____/____/____ Attendance **P / A**

- Completed Assessments for Session Yes / no
 I am taking a study guide home to study yes / no
 • Activity GM – Adding Music Yes / No

Session 7

Date ____/____/____ Attendance **P / A**

Test Score ____/100

- Activity – Completed Game. Yes / No

Assessments

Copy the terms from the website

Session 1 (30 pts.)

- _____
- _____
- _____

Assessments

Session 6 (30 pts.)

After five sessions working with GameMaker software what have learned?

- _____
- _____
- _____

Module #____ Vocabulary
(Vocabulary Word: Definition ~ Draw a picture)

1.	

2.	

3.	

4.	

5.	

6.	

7.	

Summary
“What I learned Today”
(please record two things learned)

Session 1

1. _____

2. _____

Session 2

1. _____

2. _____

Session 3

1. _____

2. _____

Session 4

1. _____

2. _____

Session 5

1. _____

2. _____

Session 6

1. _____

2. _____

Session 7

1. _____

2. _____

Game Design

Videos & Exercises to complete during Sessions 1 - 7

Please use this document as a checklist. After you watch the video and complete the exercise please record X on this data sheet.

Session 1

1. GM Interface ____
2. GM Sprites ____
3. GM Objects ____

Session 2

1. GM Rooms ____
2. GM Sounds ____

Session 3

1. GM Object Properties ____

Session 4

1. GM Controller ____
2. GM Object Buttons ____

Session 5

1. GM Game Start End ____

Session 6

1. GM Adding Music ____ (optional)

Session 7

1. Completed Game ____
2. Created an Executable File ____
3. Game file in desktop folder ____

Technical Writing Points _____

Title: _____

Topic Sentence: _____






