Cleveland Institute of Electronics Bookstore course

Computer Gaming with GameSalad

Lessons 1121B through 1129B

First Edition

Study Guide to accompany *The Official GameSalad® Guide to Game Development, First Edition*

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This study guide contains excerpts from The Official GameSalad Guide to Game Development, First Edition Instructor's resources and the book The Official GameSalad Guide to Game Development, First Edition by Jeannie Novak

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Chat with Your Instructor

This Study Guide will offer some suggestions about how to cover the material in the course. One of the things you should know, regardless of the course you are taking, is that the instructor can't be the sole repository of information for the course – and neither can the textbook. Technology simply moves too quickly for that to be a viable option. There is a whole Internet out there. Chances are, someone, somewhere has encountered whatever problem you are having and has solved it. And chances are, someone who has solved your problem has posted the solution on the web. It might not be the exact solution, but it will get you moving toward solving the problem.

Having said that, the vaguer an assignment is, the more you will learn from it. The author of the text will walk you through building a prototypical app and then tell you to "make it better." The tutorial sections sprinkled throughout the chapters are very much like this. We do not want to inhibit you in any way; if possible, we want you to think what needs to be improved. Of course, there are always students who need more direction and will need to be dealt with individually. Nevertheless, this is college. Students need to explore – not be led by the nose step by step.

This book assumes that you have knowledge of basic programming practices. Truly, the language does not matter. All of the code sections used in this book are specific to Creator. However, you definitely do not want to be learning at this time how to write loops and conditionals. The exercises in Chapter 1 ensure that you have the prerequisite skills. If you cannot write these programs, either review the resources mentioned in the text, or at least look into an Introductory Programming class.

If you have a technical problem, we recommend the following:

- First, check the textbook that accompanies the software.

- Many software products include on-line help. If the answer is not available in the printed materials, try using the Help feature of your software.

- Feel free to call the instruction department during business hours (8:30 AM to 6 PM Eastern Time), Monday through Friday, and Saturday during the weekend hours (8:30 AM to 5 PM Eastern Time). Be prepared to describe which lesson you're working on and the problem you're having.

Instructional Support Addresses and Phone Numbers
Main Support Help Line: (800) 243-6446 or (216) 781-9400
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Instructional Support is available business hours (Eastern Time) Monday through Saturday.
Mailing address: Cleveland Institute of Electronics
                        1776 East 17th Street
                        Cleveland, OH 44114

Chapter 1 – Gameplay: the game's the thing

Lesson 1121B

Overview of Concept

Understand art and design requirements and issues associated with different types of mobile games

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ What is the difference between *gameplay style* and *genre*?
- ✓ What are some basic player *expectations* associated with particular game styles?
- ✓ Are there types of games best suited to *GameSalad Creator*?
- ✓ Is it possible to introduce *changes* to gameplay without losing players?
- ✓ How effective is the *blending* of gameplay styles and genres?

Lesson Assignments

Read Chapter 1, following this outline:

Under the Sun

Elements of Gameplay

Genre & Style
- Action
  - = Paddleball
  - = Run 'n' Gun
  - = Hack 'n' Slash
  - = Platformer
- Physics

Fighting

Strategy

The Intersection of "Meh" & "Whee"!

Best Foot Forward

Read Study Guide for Lesson 1121C
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Glossary of Key Terms

- ➢ **Action**
- ➢ **Actor**
- ➢ **Actors**
- ➢ **Attributes**
- ➢ **Behaviors**
- ➢ **Collision box**
- ➢ **Ennui**
- ➢ **Expose**
- ➢ **Fighting**
- ➢ **Genre**
- ➢ **Hack 'n' Slash**
- ➢ **Hybrids**

- ➢ **Invisible wall**
- ➢ **Mashups**
- ➢ **Modifiers**
- ➢ **Paddleball**
- ➢ **Physics**
- ➢ **Platformers**
- ➢ **Run 'n' Gun**
- ➢ **Scene**
- ➢ **Strategy**
- ➢ **Style**
- ➢ **Victory Condition**
- ➢ **Win Condition**

Lesson 1121B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Pong was released as an arcade game in ____.
    1) 1969
    2) 1972
    3) 1982
    4) 1957

2. Using yourself as a target audience would be the best way to design a game.
    1) True
    2) False

3. Good gameplay, according to the author, occurs at the intersection of ____ and ____.
    1) fun, sophistication
    2) complexity, content
    3) controls, content
    4) Fifth, Main

4. When considering gameplay and how it relates to genre, each can employ different styles or mechanics.
    1) True
    2) False

5. These will help keep things in order when working on a project that involves several people.
    1) Notebooks
    2) Ninja swords
    3) Non-movable objects
    4) Naming conventions

6. When designing a game, one of the things to keep players interested is to make changes in small ____.
    1) intersections
    2) intensities
    3) increments
    4) intrusions

7. The ____ level design helps to standardize the size of objects and distances between objects within a level.
    1) Physics
    2) Tile-based
    3) Creator
    4) Hack 'n' Slash

8. Collision boxes can be invisible or improperly sized.
    1) True
    2) False

9. In the Platformer genre, multiple solutions and options are important elements of the gameplay.
    1) True
    2) False

10. How many times was the "Think outside the box" design completion run?
    1) Two
    2) Three
    3) Four
    4) Eight

END OF EXAMINATION

Chapter 2 – Interface: eye of the beholder

Lesson 1122B

Overview of Concept

Understand how to use Creator to enhance a game's interface

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ What elements comprise a game's interface?
- ✓ How important are "look and feel" vs. function in user interface design?
- ✓ At what point during development should the user interface be "locked"?
- ✓ How can GameSalad Creator help to enhance a game's interface?
- ✓ How do user interfaces differ based on genre?

Lesson Assignments

Read Chapter 2, following this outline:

Points of Contact
    Hardware
    Software

Common Ground

Progress

Navigation

Instructions

Layers of Context

Control Schemes

           Keyboard

           Mouse

           Controller

           Touchscreen

           Audio Feedback

Menu Tree

True Immersion

Read Study Guide for Lesson 1122B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

<u>Glossary of Key Terms</u>

- ➢ **Accelerometer**
- ➢ **Audio feedback**
- ➢ **Augmented reality (AR)**
- ➢ **control schemes**
- ➢ **Controller**
- ➢ **D-pad**
- ➢ **Hardware**
- ➢ **Instructions**
- ➢ **Keyboard**
- ➢ **Leaderboard**
- ➢ **Menu tree**
- ➢ **Mouse**

- ➢ **Navigation**
- ➢ **Overlay technology**
- ➢ **Point-and-click**
- ➢ **Progress**
- ➢ **Real-time strategy game (RTS)**
- ➢ **Role-playing game (RPG)**
- ➢ **Screen real estate**
- ➢ **Software**
- ➢ **Touchscreen**
- ➢ **User interface (UI)**
- ➢ **VRAM (Video RAM)**

Lesson 1122B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. What are the two interface categories?
   1) Hardware, Software
   2) Computer, User
   3) Mouse, Keyboard
   4) Joystick, Keyboard

2. RTS refers to ____.
   1) Real-time Strategy games
   2) Role-playing games
   3) Ready-to Send games
   4) Return-to Sender games

3. The screen resolution boundary that games were held to on pre-2006 television systems was ____.
   1) 1024 X 768
   2) 320 X 240
   3) 640 X 480
   4) Unlimited resolution

4. A game's ____ elements need to be accessible from the gameplay screen.
   1) instructions
   2) navigation
   3) progress
   4) context

5. Games that overlay an interface onto the real world are in the realm of ____ games.
   1) augmented reality
   2) automated reality
   3) hard core
   4) authentic simulations

6. A menu tree can help keep important elements from being overlooked or getting lost.
   1) True
   2) False

7. The ____ is most often used with consoles, but the button controls also translate to handhelds.
   1) keyboard
   2) mouse
   3) accelerometer
   4) controller

8. Audio feedback is used solely to give players something to listen to.
   1) True
   2) False

9. Touch screen controls are most analogous to ____.
   1) keyboard
   2) mouse
   3) accelerometer
   4) controls

10. A usable interface means you keep the controls and commands consistent across all elements of the UI.
    1) True
    2) False

END OF EXAMINATION

Chapter 3 – Prototyping: practice makes perfect

Lesson 1123B

Overview of Concept

Identify various prototyping methodologies using Creator

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ At what point during the production cycle should prototyping take place?
- ✓ What game elements are best suited to prototyping?
- ✓ How does a tool such as GameSalad Creator enable rapid prototyping in games?
- ✓ Is it possible to prototype a game with incomplete or placeholder assets?
- ✓ How can prototyping be used to streamline the entire production process?

Lesson Assignments

Read Chapter 3, following this outline:

In the Beginning, There Was...

From Paper to Pixel

Style
- Horizontal
- Vertical

Classification
- Throwaway
- Incremental

- Evolutionary

Prototyping Process

Design & Data Collection
- Overview
- Competitive Analysis
- Genre
- User Interface

Testing

Internal Prototyping

External Prototyping

GameSalad Viewer
- iOS
- Android
- HTML5

Bigger, Smarter, Faster, Stronger?

Read Study Guide for Lesson 1123B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

<u>Glossary of Key Terms</u>
- **Ad-hoc distribution**
- **Beta testing**
- **Breadth**
- **Build**
- **Competitive analysis**
- **Concept**
- **Cross-platform delivery**
- **Data gathering**
- **Depth**
- **Description**
- **Evolutionary**
- **Focus testing**

- **Game design document (GDD)**
- **Genre**
- **Horizontal**
- **Horizontal prototype**
- **HTML5**
- **Incremental**
- **Non-disclosure agreement (NDA)**
- **Open beta**
- **Operating system (OS)**
- **Overview**
- **Physical interface**
- **Proof of concept**

- **Rapid prototyping**
- **Review**
- **Software development kit (SDK)**
- **Throwaway**
- **User interface (UI)**
- **Vertical**
- **Vertical prototype**
- **Visual interfaces**

Lesson 1123B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Evolutionary prototyping systems were _____ processes that could work in a wide variety of situations.
    1) fixed
    2) fantastic
    3) flexible
    4) functional
2. The vertical prototype reflects all aspects of a certain design element across the board.
    1) True
    2) False
3. Throwaway prototypes are more about the _____ aspects of the code rather than the longevity of the project.
    1) fixed
    2) fantastic
    3) flexible
    4) functional
4. The author recommends at least _____ review processes when prototyping.
    1) two
    2) three
    3) four
    4) ten
5. The _____ analysis will allow you to show how your product differs from others.
    1) contextual
    2) competitive
    3) concise
    4) creative
6. The term build refers to a working prototype or version of the game.
    1) True
    2) False
7. Beta testing is still in progress when the final product is released.
    1) True
    2) False
8. GameSalad viewer currently works on _____.
    1) PCs only
    2) Consoles only
    3) Macs only
    4) All gaming platforms
9. Because the Preview button uses an emulator, the game will always respond the same on the actual device.
    1) True
    2) False
10. The two styles of prototyping called horizontal and vertical are exactly the same as breadth and depth.
    1) True
    2) False

END OF EXAMINATION

Chapter 4 – Windows Game Development: every screen is a playground

Lesson 1124B

Overview of Concept

Explore distinct features of Windows game development and break down Windows Creator components

Objectives

When you have completed this lesson, you should be able to answer the following questions:

✓ How do standalone Windows games differ from downloadable or online products?

✓ What are some art, design, and programming restrictions associated with developing games for desktop computing?

✓ How are games designed for the broad range of custom Windows devices on the market?

✓ How can GameSalad Creator be used to create and publish games for Windows?

✓ How will Windows game development continue to evolve in the future?

Lesson Assignments

Read Chapter 4, following this outline:

A Game Machine in Every Home

OS Wars

Graphic Considerations
- Raster vs. Vector Graphics
- Importing Art Assets
- Memory Issues

✎ Workflow

✎ Setting Up an Animated Sprite

✎ Layers

✎ Adding Behaviors
  = Blocks
  = Conditions
  = Persistent
  = Actions
  = Custom
  = Attributes

✎ Animated Characters

Scene Characteristics

Tags & Types

Particle Effects

Testing as You Go

Publishing to Windows

Fate of Windows Development

Read Study Guide for Lesson 1124B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Glossary of Key Terms

- ➢ **Actions**
- ➢ **Actor**
- ➢ **anti-aliasing**
- ➢ **Attributes**
- ➢ **AutoRotation**
- ➢ **Background Images**
- ➢ **Behaviors**
- ➢ **Blocks**
- ➢ **Collision**
- ➢ **Conditions**
- ➢ **Custom tab**
- ➢ **Environmental Assets**

- ➢ **frames per second (fps)**
- ➢ **graphical user interface (GUI)**
- ➢ **Group**
- ➢ **Key**
- ➢ **Memory**
- ➢ **Mouse Button**
- ➢ **Mouse Position**
- ➢ **MS-DOS (Microsoft Disk Operating System)**
- ➢ **Operating systems (OSs)**
- ➢ **Particles**
- ➢ **Persistent Behaviors**

- **Personal computers (PCs)**
- **Player Assets**
- **Prototype**
- **RAM (random-access memory)**
- **Raster (or bitmap) graphics**
- **Rule**
- **Tag**
- **Timer**
- **Touch**
- **Vector graphics**

Lesson 1124B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Raster graphics are generated by a mathematical function or a series of functions.
   1) True
   2) False

2. Which screen offers the best resolution?
   1) iPad Landscape
   2) 720P HD
   3) MacBook
   4) Kindle/Nook Landscape

3. Animation in games runs at 30 frames per second (fps), just like the traditional cartoon animation
   1) True
   2) False

4. Which of these is NOT a block within Creator
   1) Detonation
   2) Group
   3) Rule
   4) Timer

5. What group do Conditions and Actions belong to?
   1) Styles
   2) Behaviors
   3) Genre
   4) Mechanics

6. What year did Microsoft introduce its first true GUI interface version of Windows?
   1) 1985
   2) 1983
   3) 1996
   4) 1980

7. Blocks are comprised of grouped sets of instructions.
   1) True
   2) False

8. A rule is a type of _____ statement.
   1) compartmental
   2) convoluted
   3) conditional
   4) constitutional

9. Behaviors and Attributes are executed left to right and top to bottom.
   1) True
   2) False

10. The Attributes tab gives broad control over aspects of the game as well as identifies the available devices.
    1) True
    2) False

END OF EXAMINATION

Chapter 5 – Mac Game Development: garden of digital delights

Lesson 1125B

Overview of Concept

Explore distinct features of Mac game development and break down Mac Creator components

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ How do standalone Mac games differ from online or Windows games?

- ✓ How do art requirements for games change when working on higher resolutions available with the Mac's Retina screen?

- ✓ How can GameSalad Creator be used to develop and publish games for Mac?

- ✓ How do the distribution paths differ for Mac versus Windows games?

- ✓ How will Mac game development continue to evolve in the future?

Lesson Assignments

Read Chapter 5, following this outline:

Is There an App for That? Not Yet!

OS Wars

Graphic Considerations

Systems of Information

Core Components

 Setting the Scene

 Building with Nodes

 Tags

 Assigning Behaviors

 Layers

 Physics

 Scoring Systems

Testing as You Go

Publishing for Mac

A Brighter Future?

Read Study Guide for Lesson 1125B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Key Terms
- **Gravity**
- **Layers**
- **Operating system (OS)**
- **Original equipment manufacturer (OEM)**
- **Retina Display**
- **Screen real estate**
- **Systems of information**
- **Tags**
- **User interface**

Lesson 1125B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. What year did Apple release Hypercard?
   1) 1983
   2) 1984
   3) 1986
   4) 1987

2. Screen real estate is the same whether we are talking computer, console or handheld device.
   1) True
   2) False

3. The _____ allows a developer to assign roles to every object with this shared information associated with it.
   1) note
   2) group
   3) tag
   4) attribute

4. Even when using Behaviors, it is not possible to change layers at some predefined point in the game.
   1) True
   2) False

5. Gatekeeper is a protection technique for users that is embedded within the _____ OS.
   1) OS X
   2) Snow Leopard
   3) Cheetah
   4) Mountain Lion

6. In the MacCreator, items like Behaviors and Attributes are called _____.
   1) nodes
   2) notes
   3) non-restrictive
   4) norms

7. Many game developers use a custom naming convention for each game created, as it eliminates confusion
   1) True
   2) False

8. Although MacCreator can handle a large range of art formats, the .gif format is probably the most popular.
   1) True
   2) False

9. When building a game using MacCreator, make sure Resolution _____ is enabled to ensure it will provide multiple versions of visual assets for the game.
   1) Interconnectivity
   2) Intercession
   3) Independence
   4) Interface

10. Even as recent as 1998 and 1999, games for the Macintosh system averaged less than 50 per year.
    1) True
    2) False

END OF EXAMINATION

Chapter 6 – Mobile Game Development: play as you go

Lesson 1126B

Overview of Concept

Distinguish between iOS and Android devices, and use Creator to develop and publish mobile games

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ How have mobile devices evolved over time to become major game development hardware platforms?

- ✓ What are some art, design, and programming restrictions associated with developing games for mobile devices?

- ✓ What are some hardware specifications associated with different smartphone and tablet devices?

- ✓ What are some popular game genres played on mobile devices, and how are mobile hardware features contributing to the development of brand new genres?

- ✓ How can GameSalad Creator be used to create and publish mobile games for both iOS and Android devices?

- ✓ How will mobile game development continue to evolve in the future?

Lesson Assignments

Read Chapter 6, following this outline:

History in Brief

Early Handheld Systems

- Personal Digital Assistants
- iOS & Android Development

Operating Systems: iOS vs. Android

Programming: Xcode vs. Eclipse

Game Engines & Drag-and-Drop Tools

Smartphones vs. Tablets

Dimensions: 2D vs. 3D

What's So Different about Mobile?
- Mobile Design
- Mobile Programming
- Mobile Art
- New Control Schemes

Publishing

Discoverability

Future Possibilities

Going Mobile

Read Study Guide for Lesson 1126B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Glossary of Key Terms
- **Accelerometer**
- **Augmented reality (AR)**
- **Autostereoscopy**
- **Bit bloat**
- **Camera**
- **Emulator**
- **Global positioning system (GPS)**
- **Gyroscope**
- **Integrated development environment (IDE)**
- **Microphone**
- **Personal digital assistants (PDAs)**
- **Stretch**

Lesson 1126B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Nintendo released the DS in 1989.
   - 1) True
   - 2) False

2. In 2010, Apple introduced the _____.
   - 1) iPhone
   - 2) iPod
   - 3) iMac
   - 4) iPad

3. Xcode and Elipse are used in mobile development as well as both Windows and Mac development.
   - 1) True
   - 2) False

4. This is the term for resource usage that is not clean and efficient.
   - 1) overbyte
   - 2) bit bloat
   - 3) bit stretch
   - 4) overkill

5. One of the tools specifically being used for 3D game development is _____.
   - 1) Game Boy
   - 2) iOS
   - 3) Unity
   - 4) Android

6. All mobile players are "hardcore" gamers and as such demand 3D games.
   - 1) True
   - 2) False

7. The terms swipe and pinch are used when talking about the interface for the _____.
   - 1) mouse
   - 2) keyboard
   - 3) monitor
   - 4) touchscreen

8. Some games are capable of using the microphone as an interface device.
   - 1) True
   - 2) False

9. When using the accelerometer, it is important to remember *up* uses the _____ axis, and *left* uses the _____ axis.
   - 1) y, z
   - 2) x, z
   - 3) y, x
   - 4) x, y

10. Luis Levy does not feel that a trailer (a video showing gameplay) is really necessary.
    - 1) True
    - 2) False

END OF EXAMINATION

Chapter 7 – Online Game Development: deploy everywhere

Lesson 1127B

Overview of Concept

Identify features of online game development and how Creator exports to HTML5

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ How is online game development distinct from other forms of game development?
- ✓ What sets HTML5 apart from other online and web-based development platforms?
- ✓ How does GameSalad Creator export to HTML5?
- ✓ How are online games distributed and marketed?
- ✓ What delivery platforms are ideal for HTML5?

Lesson Assignments

Read Chapter 7, following this outline:

Everything is Connected

It Goes with Everything

HTML5 vs. XHTML: Fight!

Design Differences
- Clicks & Touches
  - = Visual and audio cues
  - = Keyboard controls
  - = Specials

Procedural Components

Distribution & Discovery
- Review Sites
- Video
- Social Media

Design Limitations
- Audio
- File Sizes
- Download Speeds
- Acquisition

Deployment

Evolution Over Time

Read Study Guide for Lesson 1127B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Glossary of Key Terms
- **Acquisition**
- **Audio elements**
- **Discoverability**
- **Distributed name service (DNS)**
- **Distribution**
- **File sizes**
- **Hypertext**
- **HyperText Markup Language (HTML)**
- **Hypertext Transfer Protocol (HTTP)**
- **Jailbroken**
- **Keyword spamming**
- **Markup language**
- **Palette animations**
- **Ports**
- **Procedural components**
- **Ragequit**
- **Review sites**
- **Social media**
- **Tags**
- **Video**
- **Virality**
- **Web Hypertext Application Technology Working Group (WHATWG)**
- **World Wide Web Consortium (W3C)**
- **XML (Extensible Markup Language).**
- **XTML (Extensible HyperText Markup Language)**

Lesson 1127B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. This means the device and operating system have been hacked to allow complete software access.
   1) jailbird
   2) en-situ
   3) ennui
   4) jailbroken

2. This is NOT a current web browser.
   1) Opera
   2) Internet Explorer
   3) Netscape
   4) Firefox

3. HTML5 is not allowed to function in Apple's line of portable devices.
   1) True
   2) False

4. To keep file sizes under control, developers work with this image format.
   1) .gif
   2) .png
   3) .jpg
   4) .bmp

5. The term Keyboard spamming means choosing tags and keywords that have nothing to do with your game, but instead increase your search ranking numbers.
   1) True
   2) False

6. It is best to design a game for this range of devices.
   1) high-end
   2) first-gen
   3) mid-grade
   4) All of them

7. HTML4.01 caused many developers to abandon coding platform specific apps in favor of its broader base.
   1) True
   2) False

8. HTML5 is rendered at 640 X 480 resolution by Creator as a standard display output.
   1) True
   2) False

9. Using the _____ link means that even "wild" versions of the game will be updated.
   1) embed
   2) embark
   3) embrace
   4) embargo

10. W3C and WHATWG are actually two different names for the same group of people.
    1) True
    2) False

END OF EXAMINATION

Chapter 8 – Social Games: "you've got to have friends"

Lesson 1128B

Overview of Concept

Define features of social game development and understand how Creator adds social components to a game

Objectives

When you have completed this lesson, you should be able to answer the following questions:

✓ What elements make a game a social game?

✓ Can a single-player game be social?

✓ How do social media games connect to each another?

✓ How does GameSalad Creator add social components to a game?

✓ What game genres make viable social games?

Lesson Assignments

Read Chapter 8, following this outline:

Meet Me at the Gaming Tables

Social Design
- Asynchronous Gameplay
- Community
- Endless Play
- Virtual Currency
- Reciprocity
- Drop In/Drop Out

- Buyouts
- Advertising

Hive Mind

Read Study Guide for Lesson 1128B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam continue to the next lesson.

Glossary of Key Terms

- **Achievement(s)**
- **Advertising**
- **App ID**
- **Application programming interface (API)**
- **Asynchronous games**
- **Banner ads**
- **Buyout option**
- **Community**
- **Drop in/drop out**
- **Endless play**

- **Free-to-play**
- **Hive Mind**
- **In-App Purchase (IAP)**
- **Interstitial ads**
- **Leaderboard**
- **Offerwalls**
- **Paywalls**
- **Reciprocity**
- **Synchronous games**
- **Virtual currency**

Lesson 1128B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Games are, by their very nature, inherently social constructs.
   1) True
   2) False

2. ____ games are played in "real time."
   1) Asynchronous
   2) Social
   3) Casual
   4) Synchronous

3. All social games incorporate "endless play," meaning there is no winner or loser and it is ever ongoing.
   1) True
   2) False

4. Virtual currency can be linked in from other games and sites.
   1) True
   2) False

5. Challenges that are set by the developer are known as ____.
   1) achievements
   2) advancements
   3) adventures
   4) assignments

6. Gifting another player in game goods or aiding in a conflict is known as ____.
   1) repercussion
   2) reversion
   3) reciprocity
   4) regression

7. Virtual currency is available in all social games.
   1) True
   2) False

8. The concept of stopping a player at a certain point and not allowing them continuation without purchase of a specific good is called ____.
   1) "payday"
   2) "payback"
   3) "payload"
   4) "paywall"

9. A consumable parameter inserted into the game means it is a one-time event.
   1) True
   2) False

10. A vast number of online sites (including gaming and websites) are supported through this method of revenue generation.
    1) donation
    2) subscription
    3) advertising
    4) alimony

END OF EXAMINATION

Chapter 9 – Serious Games: why so serious?

Lesson 1129B

Overview of Concept

Define features of serious game development and understand how Creator may be used to develop serious games

Objectives

When you have completed this lesson, you should be able to answer the following questions:

- ✓ What distinguishes a serious game from other games?
- ✓ What distinct design features are associated with serious games?
- ✓ How is learning and progression handled in serious games?
- ✓ What industry sectors are associated with serious games?
- ✓ What types of serious games are best suited to GameSalad Creator?
- ✓ What are some unique features of the publishing and delivery process associated with serious games?

Lesson Assignments

Read Chapter 9, following this outline:

Games Get Serious

What, Me *Serious*?

Styles
- = Educational
- = Simulation
- = Marketing and Advertising
- = Consciousness and Change
- = Health and Fitness

- Learning
- Markets
- Design

Distribution

- External
- Internal

A Not-So-Serious Future?

Read Study Guide for Lesson 1129B
Study the Key Terms
Complete the Chapter Review Exercises
If you have the resources available to you, please complete the tutorials within the chapter and the Chapter Review Exercises at the end of the chapter as it will benefit your learning potential. Once you have completed the exam, give yourself a congratulatory moment for completing the course.

<u>Glossary of Key Terms</u>

- **Advergames**
- **Advertising**
- **Artificial intelligence (AI)**
- **Bookending**
- **Consciousness and change games**
- **Distribution**
- **Educational games (or game-based learning products)**
- **Edutainment products**
- **Evergames**
- **Gamification**
- **Health and Fitness games**
- **Health games (also known as games for health)**
- **Marketing**
- **Multitasking**
- **Photoreal**
- **Proprietary**
- **Re-skinned**
- **Serious games**
- **Simulation**
- **Simulators**

Lesson 1129B Examination

Please complete the following exam. You may use the electronic grading system for quicker response. Simply log on to **www.study-electronics.com** and enter your credentials. Once the exam has been submitted, your results will be returned within 72 hours. You may also e-mail your answers to **faculty@cie-wc.edu**, or fax them to us at 1-216-781-0331. If you have any questions, please contact the Instruction Department.

1. Games focusing on real-world rules and situations are called ____.
    1) sinister
    2) simulation
    3) entertainment
    4) edutainment

2. Health games and Health and Fitness games are used for the same purpose.
    1) True
    2) False

3. The list of digital learners and learning patterns in this chapter has how many elements?
    1) two
    2) four
    3) six
    4) eight

4. Assessment of game behaviors and learning trends is good for proving the efficacy of the game.
    1) True
    2) False

5. Game used within a company or organization for training purposes are called ____.
    1) property
    2) proposals
    3) proprietary
    4) propositions

6. The games mentioned in the previous question are typically ____.
    1) internal
    2) external
    3) distributed
    4) jailbroken

7. Serious designs means developing a product that does not have clear and well-defined goals.
    1) True
    2) False

8. A game that is re-skinned means that it is the ____.
    1) same game, same art
    2) new game, same art
    3) same game, new art
    4) new game, new art

9. Simulations only emphasize one skill during game play.
    1) True
    2) False

10. Computer games were originally designed not to entertain but to test the development of early logic systems.
    1) True
    2) False

END OF EXAMINATION