

A GameMaker Studio 2™ tutorial

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Assessment Guide

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# Course outline

*Little Town* is a tutorial meant to teach the core functionality of GameMaker Studio 2 in a natural, fun way. It features:

* 6 main Sessions
* 1 Bonus Session

Students can be instructed via the Instructor Guide or the included instructional videos for each Session (or a mix of both). The videos are named to match their respective sections within the Instructor Guide.

**For example:**

* (Session 01 folder)
  + 01 – 4.3 Making our first Object.m4v
  + 01 – 4.4 Converting a Sprite Strip.m4v
  + …

To complete each Session, students will follow the instructions provided by either the instructor or the videos and complete the tasks described in their own project files within GameMaker Studio 2.

# Assessment

To aid the instructor, project exports have been provided to provide expected snapshots of the students’ progress at the end of each session.

**Provided exports:**

* Session 01 complete
* Session 02 complete
* Session 03 complete
* Session 04 complete
* Session 05 complete
* Session 06 complete
* Final project (includes Bonus Session)

## Criteria and framework

For each Session, the students can hand in one of the following for assessment:

* Exported YYZ project; or
* Screen capture or other recording of game project running
  + Instructor can also require students to show Game Maker Studio 2 IDE in the video to demonstrate code, use of assets, etc.

To assess each student, review their submission to confirm that:

* The game runs and includes the features as per the current Session
* If necessary, compare student submissions against provided project YYZ exports to review code, inclusion of assets, etc.

## Supporting student improvisation

The Bonus Session can be used to encourage further exploration of Game Maker Studio 2’s features for eager students. Furthermore, students can be encouraged to:

* Create their own character artwork to import into the game, instead of using the assets provided
* Create or mix their own music and audio files
* Use the Tile Set as a guide and create an entirely different look to the town (or expand the Tile Set asset that’s included with the course to include more options)
* Make the Sequences for NPCs more lavish or complex
* Add more NPCs to the game that are children of the parent NPC Object
* Experiment with typography choices for the textbox

## Suggested rubrics

If the instructor uses rubrics for marking, here are some example suggestions that can apply to each session:

|  |  |  |
| --- | --- | --- |
| **Rubric** | **Description** | **Value** |
| Functionality | Submitted project demonstrates all features and functionality as indicated in the assignment details | 80% of mark |
| Organization | Student has organized assets within the Asset Browser and has commented code in a helpful manner | 20% of mark |
| Creativity | Student has demonstrated extra creativity by introducing new/extra assets (e.g. creating new town objects, their own sound effects, etc.) or has utilized included ones in surprising new ways | (bonus marks) |