



# Application

## 1. Outline

### 가. Name of a Class

<b>Class Name</b>	GAME DESIGN WITH CONSTRUCT 3		
<b>Semester</b>	Second semester of 2022	<b>Division</b>	Major ( ) Liberal Art ( X )

### 나. Goal of a Class

#### (1) Goal of a Class :

Visual programming based on the game making software, Construct 3, to be utilised in the course for developing transferable STEM skills in logic reasoning, processing and problem solving.

#### (2) Introduction :

Learn to visual code and design a 2D digital game! Tutorials based on instructional watch and follow hands-on approach.

## 2. Weekly Plan

Week	Content(Topic)	Learning Objective	How to Operate		
			Methodology	Material	Reference
1	Starting Off: New Project Creation		Tutorial		
2	Game Sequences		Tutorial		
3	Global and Instance Variables		Tutorial		
4	Heads Up Display		Tutorial		
5	AI Opponent		Tutorial		
6	Setting Game Over		Tutorial		
7	Stationary Objects		Tutorial		

8	Assigning Keys		Tutorial		
9	Secondary Weapons		Tutorial		
10	Defining Object Polygons		Tutorial		
11	Pinning Objects		Tutorial		
12	Animations & Sound Effects		Tutorial		
13	Reformatting & Resizing		Tutorial		

※ You can freely complete the content sections based on the feature of the class.

### 3. How are you going to use your class?

For a credit class (  ), For a non-credit class (  ), For a public view (  )

### 4. Expected Outcome

Students will experience creating a 2D digital game for the first time by themselves and their creation will be based entirely on their ideas and problem solving skills.