**LIVE BINDERS GAME DESIGN**

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Fill out this sheet and upload it to the Assignment Submission Form on the class website (cgcatech.com)

You will use the LiveBinders curated resource to investigate a few game building sites. We will be using Gamestar Mechanic for our game building endeavors, but we are going to learn about a few more. Be prepared to intelligently discuss the sites visited here.

Here is the website URL - <http://www.livebinders.com/play/play?id=1316871>

You will see 6 tabs on this Binder. You will investigate 3 of them in this unit of study.

1. Alice
2. Scratch
3. Gamestar Mechanic

Alice

When you get there, click on READ MORE under the first section called “The Alice Project?” Once the link takes you to the next page, watch the second video called “A Demonstration of Alice.” It is 12 minutes long. You will not understand everything they talk about – but you will understand most. As always – ask for help if you need it.

Answer these questions about Alice:

What is Alice?

What kind of animation does Alice use?

Click on Oracle Academy. What does that teach you?

What does all of this cost?

Scratch

When you get there, click on TRY IT OUT. Follow the directions there to start programming with Scratch. Make the cat: move, meow and turn. Show me your efforts.

Answer these questions about Scratch:

Compare Scratch to Alice?

Which looks easier?

Which looks like more fun?

Which would you prefer to learn?

How much does Scratch cost?

Gamestar Mechanic

We will spend most of our time here. Use the credentials that you were given and sign into your account.