V4T – E-Learning Course
Module 2 - Programming and authoring tools for developing educational videogames

Practical Activity 1

Title: Creating a "shoot'em up" game

Description:

The practical activity has the goal to involve the learners in creating a "shoot'em up" game based on a spaceship controlled by the player.

This ship can fire projectiles to destroy enemies which are in turn smaller spaceships as well.

Enemy ships will appear from the top of the screen and will move down and fire to where the player will usually be.

This first project will challenge the learner in applying several skills and concepts:

- Getting around the IDE.
- Creating and using sprites
- Selecting the right events for the game
- Specifying actions to move the ship, create and move a projectile and create enemies
- Keeping the state of the game and ending the level.

Link to file to be downloaded:

https://v4t.pixel-online.org/common/files/Elearning/Mod2/3_1_Spaceship_Game.pdf