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

Practical Activity 2

Title: Creating a Platform game

Description:

The practical activity aims at involving the learner in creating a platform game.

In it, most of the same points first addressed in Practical Activity 1 are reviewed and looked into greater detail.

Some similar features that both games share are solved with a different approach, giving the reader a broader range of ways to achieve the programming of the game.

Additionally, the second practical case discovers some new game elements as:

- Gravity, jumps and complex moving
- Importing and reusing free artistic work for sprites.
- Using collision masks

Link to file to be downloaded:
https://v4t.pixel-online.org/common/files/Elearning/Mod2/3_2%20Platform_Game.pdf