

# e2020 Curriculum Briefing Flash Game Development (EL5739)

## Course Description

In this introductory course, students will learn how to develop a variety of games for the web using Adobe® Flash® Creative Suite® 4 (CS4), the world's most popular authoring tool for online games. Students will learn some basic programming concepts using ActionScript®, the native scripting language of Flash, to develop and customize their games. By the end of this course, students will have a fully functioning multilevel online game. Step-by-step instruction guides students through various game design projects as they learn how to use Adobe Flash. Each section of the course is followed by an assignment that builds upon the skills students learned in that section. In each assignment, students will use the skills learned in the step-by-step instruction to customize the look and feel of each section's game.

This course is not aligned with any known state standards.

## Topics of Study

- Zoo Escape, an adventure game
- Pirate Ship Peril, a maze game
- Dragon Tamer, a maze game with traps
- Space Scavenger, a scrolling shooter game
- Robot Rescue, an item-collecting adventure game

# e2020 Curriculum Briefing (continued)

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### Course Features

- Adobe Flash CS4 is flexible enough to create a variety of game genres. If students own a copy of the program after the course is complete, they can continue using it to make video games.
- The course provides step-by-step instruction on how to use Flash CS4 to edit and create several different types of games.
- Interactive widgets and graphics help to illustrate and explain concepts related to game design and using Flash CS4.
- Course assignments following each section of the course provide guidance in ways students can customize the games.

### Grading

Just as with our other e2020 courses, you always have the flexibility to tailor the grade weights for the course according to your own district, school, and student needs.

The default grades for this course are as follows:

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|---------------|-----|
| • Assignments | 0%  |
| • Essays      | 0%  |
| • Quizzes     | 20% |
| • Tests       | 10% |
| • Exams       | 0%  |
| • Projects    | 70% |
| • Additional  | 0%  |