

A2.02.02.- Activity Card

Workshop Title	A2.02.02. Computer Game
Level	A2
Duration	3 hours
Goals	Learning 3D game environment design and programming
Workshop Outputs	1-Acquiring the ability to think in 3 dimensions 2- Acquisition of originality and creativity abilities 3- Learning how to use Kodu Game Lab platform 4- Learning the environment and character details
Required Materials	1- Computer
Description of Activity	Detailed environment design is made in line with the new achievements. In the game, which is planned to be labyrinth-themed, mazes are drawn from a bird's eye view. To increase game interactivity, enemies are added at key points in the maze. A reward is added at the end of the game.
Additional Documents	A2.02.02.pdf