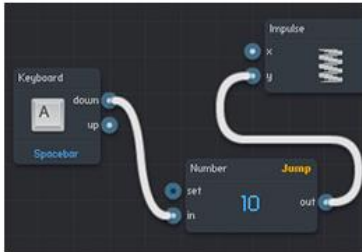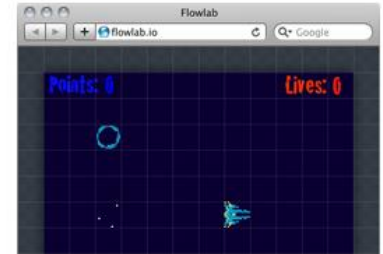**Mr. Giansante**

FlowLab

flowlab

August 2017

What is Flowlab?

A browser based game development environment. Everything included so you'll be building games in minutes. No prior programming experience required, and no additional software needed.

Why Flowlab?

- **No installation**, browser based and runs anywhere
- **Student projects accessible from home**, stored in the cloud
- **No programming experience needed** with visual logic builder
- **Everything included**: create sprites, animations and game logic
- **Teacher dashboard** provides an overview of all student projects

Make Games, Right in Your Browser

Everything lives in your browser. Making changes is a snap, just press `escape` to open up the in game builder, then resume playing to test your updates. With no build/deploy process to wait on, updates are quick and painless.
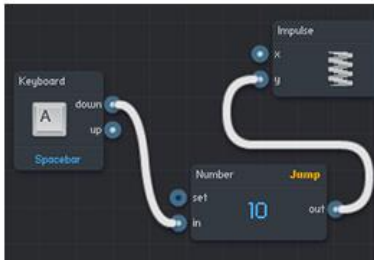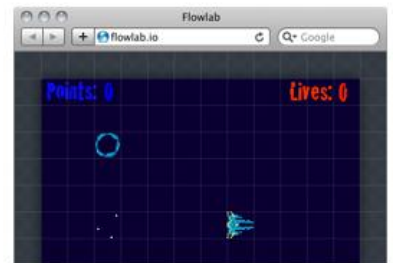
Create Behaviors Visually

No programming experience is required, use flow based programming to visually link simple behaviors into complex game logic. Behaviors are easy to use, but flexible enough to assemble into sophisticated game mechanics and logic.

Collaborate and Share on the Web

Teaming up with friends is easy when everything is stored in the cloud. When you are done, just share a link to show off your new game.

Edit Game Graphics Directly

The **built in drawing and animation tools** allow you to create and edit tiles and animations directly in the game making asset management a breeze.

Small Side-scrolling Game

Please fill out all the information in this column using a pen before getting this assignment marked.

_____
Name

_____
Date

_____
Class

Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

_____
Signature

_____

_____

_____

Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

_____

_____

_____

Assignment Description

Create a small-scale slide-scrolling video game using FlowLab.

Objectives _____ / 1

❑ Is the game easy to understand?
❑ Are the game controls explained?
❑ Instruction Screen at startup?

Playability _____ / 10

❑ Is the game fun and exciting?
❑ Is there a good Challenge-to-Reward Ratio?
❑ Does the design allow for repeat play?
❑ Do interactions make sense?

Level Design _____ / 5

❑ Is the level(s) creative and attractive?

Sound and Music _____ / 2

❑ Are Sound Effects and Background Music used effectively to enhance Game Play?

Player Feedback _____ / 2

❑ Does the game provide feedback for the player such as "You Win" and "You Lose"?

Comments

_____

_____

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_____

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_____

Mark _____ / 20

Large Side-scrolling Game

Please fill out all the information in this column using a pen before getting this assignment marked.

_____
Name

_____
Date

_____
Class

Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

_____
Signature

_____

_____

_____

Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

_____

_____

_____

Assignment Description

Create a large-scale, multi-level slide-scrolling video game using FlowLab.

Objectives _____ / 10

❏ Is the game easy to understand?
❏ Are the game controls explained?
❏ Instruction Screen at startup?

Playability _____ / 40

❏ Is the game fun and exciting?
❏ Is there an appropriate ramp up of difficulty?
❏ Is there a good Challenge-to-Reward Ratio?
❏ Does the design allow for repeat play?
❏ Do interactions make sense?
❏ Are there multiple ways to solve challenges?

Level Design _____ / 30

❏ Are the levels creative and attractive?
❏ If there is more than one level, do they sequence together in a logical manner?

Sound and Music _____ / 10

❏ Are Sound Effects and Background Music used effectively to enhance Game Play?

Player Feedback _____ / 10

❏ Does the game provide feedback for the player such as scores, timers, end of level reports, etc.?

Comments

_____

_____

_____

_____

_____

(see back of sheet for additional comments)

Mark _____ / 100