

Class materials will be posted on Mondays throughout the semester, following the regular BMCC Spring 2026 calendar. Assignments will typically be due on Sundays.

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## Week 1 ~ 1/26/2026

- Course intro
- **Lecture:** Interactive design patterns
- **Lab:** Twine intro, <https://twinery.org/>
- **Lab:** Open Lab intro
- Documentation
- **Blog assignment 1:** Post a screen shot of your Twine project progress, and a short description of your story concept

## Week 2 ~ 2/2/2026

- **Lecture:** Game design principles, video
- **Lab:** Adding images in Twine
- **Lab:** Saving state with Twine variables

- Open Lab comments
- **Blog assignment 2:** Post a description of your Twine game concept with screen shots of the editor and preview

## Week 3 ~ 2/9/2026

- **Lecture:** Indie games, video
- **Lab:** Publishing on Itch.io
- **Play test:** Twine games
  - Publish your game on the Twine jam
  - Play your classmates games and leave feedback as a comment
- **Project 1: Twine**
  - Publish your Twine game on Itch.io
  - Write a blog post with a link to the game, one screen shot and a short summary
  - Write a summary of the play testing feedback. Were the comments similar? What needs to be improved? What did testers like?
- Twine jam link: <https://itch.io/jam/twine-jam-mmp-270-spring-2026>

## Week 4 ~ 2/23/2026

- **Lecture:** Genre, video
- **Lab:** Bitsy, intro video
- **Lab:** Bitsy dialog
- **Blog assignment 3:** Post a description of your concept for you Bitsy game and screen shots of your progress

## Week 5 ~ 3/2/2026

- **Lecture:** Level design
- **Lab:** Locked exit, sound
- **Blog assignment 4:** Add at least 5 rooms in your Bitsy game, post screen shots

## Week 6 ~ 3/9/2026

- **Lecture:** [Browser games, video](#)
- **Lab:** [Publish Bitsy game](#)
- **Play test:** Bitsy games
- **Project 2: Bitsy**
  - Publish Bitsy game on Itch.io
  - Post a link, screen shot and description on Open Lab
  - Write a summary of the user feedback from play testing

## Week 7 ~ 3/16/2026

- **Lecture:** [Character design, video](#)
- **Lab:** 2D game in [microStudio](#), start by cloning this [template project, video](#)
- **Blog assignment 5:** Post screen shots of your character in a microStudio scene, write about the character concept

## Week 8 ~ 3/23/2026

- **Lecture:** [Level design principles, video](#)
- **Lab:** [Creating levels in microStudio](#)
- **Blog assignment 6:** Post a screen shot of your microStudio level, description of the concept

## Week 9 ~ 3/30/2026

- **Lecture:** [Level design techniques, video](#)
- **Lab:** [microStudio level design](#)
- **Project 3:** Publish microStudio game, [video](#)
  - Publish on Itch.io
  - Create an Open Lab post with documentation including a description of the game, video of the gameplay and a link to the game

## Week 10 ~ 4/13/2026

- **Lecture:** Emergence and progression
- **Play test:** microStudio game
- **Blog assignment 7:** microStudio user feedback

## Week 11 ~ 4/20/2026

- **Lab:** Godot intro, Download Godot, Godot 3d template
- **Lab:** Godot game template and components
- **Blog assignment 8:** Post a screen shot of first Godot scene

## Week 12 ~ 4/27/2026

- **Lecture:** Setting, video
- **Lab:** Collectibles items and enemies
- **Lab:** Importing models
- **Blog assignment 9:** Post a video of Godot gameplay

## Week 13 ~ 5/4/2026

- **Lecture:** Sound design
- **Lab:** Godot sound
  - <https://jfxr.frozenfractal.com/>
  - <https://freesound.org/>
  - <https://opengameart.org/>
  - <https://freemusicarchive.org/genres>
- **Lab:** Godot UI
- **Lab:** Godot export
- **Project 4:** Publish Godot game on Itch.io, post video and screen shots on the class blog

## Week 14 ~ 5/11/2026

- **Play test:** Godot games
- **Blog assignment 10:** User feedback

## Week 15 ~ 5/18/2025

- Final due date