

Hello! Welcome to the Digital Game Production course! Over your summer, please try and take part in all of these tasks to prepare you for the course! Can you complete the tasks below to prepare you for the course! You will also need to **write a small essay or presentation** about your favourite game, describing **what design features it has** and **how they make the game fun or impactful to play!**

Please email your essay/presentation to Johnson.S@myton.co.uk

Game Design

Please have a watch of these YouTube videos to help you get to grips with what makes good game design

<https://youtu.be/rjZyPdYIbZI>

Godot

For our course, we are going to be using Godot, the free, open-source game engine. It's steadily growing into a widely used engine, and it is one of the easier engines to learn how to use. Please watch this video to see a quick summary of how it is used to make games:

<https://youtu.be/LOhfqjmasi0>

Programming and GDScript

Godot uses GDScript as it's base programming language. It's very similar to Python, with a few adjustments.

Please use this link/game to help you get to grips with the basics of both programming and GDScript

[Learn to Code From Zero with GDScript · GDQuest](#)

3D Modelling

We will be using Blender to build, sculpt and add materials to 3D models. It is another free, open-source piece of software you can download at home. Please watch this video to get used to the layout of Blender

<https://youtu.be/cc0k5jWg1Qg>