

LESSON 19

Arcade Build Battles

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

Guide students through a series of timed coding challenges using Arcade. Start with an introduction, then facilitate a 15-minute build battle, a 5-minute project, and a 1-minute character design task, allowing time for sharing and submissions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop and apply coding skills to create an Arcade project within a specified time limit.
- Design and create a unique character in Arcade within a one-minute timeframe.
- Enhance project management skills by adhering to strict time constraints during project development.
- Improve communication skills by sharing and presenting created projects to peers.
- Cultivate a competitive spirit and teamwork through participation in build battles.

Arcade Build Battles

HOW THE LESSON RUNS	
Introduction	
15 minute build battle	
5 minute build battle	
1 minute build battle	