CORNELL NOTES – COMPUTER PROGRAMMING & GAME DESIGN I

	Topic/Objective:	Name:
	Level 2	Class/Period:
	Game Design Theory	Date:

Level Objective:

To determine what factors are predictable and unpredictable for both the game designer and game player

Questions:	Notes/Answers/Definitions/Examples/Sentences:								
	Mechanics-Dynamics-Aesthetics Framework (2004)								
	These notes can be found on the								
	slide show on the Level 2 Page of								
	my website.								

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Questions:	Notes/Answers/Definitions/Examples/Sentences:					
	Working with the Scene View					
	1. Using Hot Keys & Other Keyboard Shortcuts to Know:					
			Letter Q	Left Button = Pan		
			Navigate Tool ("Hand")	Right Button = Free Look Around		
				Left Button w/ ALT = Orbit		
			Letter W	Move Objects in X/Y/Z Axis		
			Letter E	Rotate in X/Y/Z Axis		
			Letter R	Scales the Object		
			Mouse Wheel	Zooming In/Out		
			Mouse Wheel Button	Activates "Hand" no matter what		
	3.	When I	moving & rotating, advised	to edit on each individual axis (avoid		
		clicking	the white cube)			
		a.	However, use center point (cube) for scaling (so it's proportionate)		
	4. In this view, can also change wireframe, toggle the					
		lightin	g, toggle the sound curre	ntly at the camera		
		locatio	on			
	5.	In View	w Gizmo , go back to perspe	ctive view by clicking on		
		the white cube				
	Working with the Hierarchy Window					
	1.	Game	objects are listed in the order	they are added or created		
	2.	Top mo	ost object or scene is the par e	ent & objects underneath it is its children		
		a.	Objects that share the same			
			are called its siblings	▼		
	3.	When a	a parent is transformed , the			
		view sł	nows its children affected as w	vell Child 2 Child 3		
	4.	Use the	e Create Menu button to cre	ate		
		empty	game objects or premade	game objects		
	5.	Having	a tough time finding a game	object? Use the Search Bar		