Multiplayer Game Development | Goma Games Workshops

Game Development Terms:

3 Elements of a Game:

_____ _____ _____

Game Balance _____

User Generated Content _____

User Input _____

Game Loop _____

FPS _____

Collision Detection _____

Inverted-Y Coordinate System _____

Sprite / Spritesheet _____

Write an example of a **function** that has arguments.	What does this function do?

Here is an example of some code that places walls on the screen:	How can the example code be written more efficiently by using a **variable**?

*All workshop materials can be found on the Goma Games Multiplayer Game Development Workshop website at **http://stem2016.gomagames.com**.*