RLP-GAMEB · RLP Video Game Design B — Playtesting, Levels, Launch and the Capstone

Unit 4: Careers and the Capstone Playable Prototype

Practice Workbook. The same problems, in the same order, as the Practice sections of the online lessons.

Name _____ Period _____

Lesson 4.1 — Working in Games: Roles, Crunch, Unions and Contracts

FLUENCY

1. Define crunch and name the three causes the lesson says are most often named.

2. In one sentence each, what do these contract clauses mean: NDA, work for hire, non-compete?

3. Match each organization to what it does: Communications Workers of America (at Raven Software), SAG-AFTRA, IGDA, Missouri SBDC.

APPLICATION

4. A non-exempt game tester in Missouri is paid $20 an hour and works 50 hours in one week. Using the overtime rule in RSMo 290.505, what is the week's pay?

5. Under the federal computer employee exemption, a qualifying programmer paid at least $27.63 an hour need not be paid overtime. What is that rate for a 40-hour week? Explain why the exemption helps crunch persist.

6. An offer from a Missouri studio says you may not work for any game company anywhere for five years after leaving. Using the lesson, explain how Missouri courts would look at it and what you should do.

7. Give the main argument of supporters of unions in games and the main argument of critics, as the lesson states them.

8. Describe a strike team and explain why communication matters in every team structure.

REVIEW

9. Review (Lesson 3.4): what does a publisher do, and what happens to an advance? How might crunch connect to a publisher's fixed release date?

Lesson 4.2 — Build: Menus, Pause and a Shippable Build

FLUENCY

1. What does each line on the title screen do? (a) *start_button.grab_focus()*; (b) *quit_button.visible = not OS.has_feature("web")*; (c) the version_label line.

2. Why is the pause menu a CanvasLayer, and what process mode must it have?

3. List five items on the lesson's release checklist.

APPLICATION

4. Code reading: in toggle_pause(), what is the value of get_tree().paused and of visible after the first press of Escape? After the second?

5. Find the bug: a student's pause menu opens, but pressing Escape again does nothing and the game stays paused forever. The menu's Process Mode is still Inherit. Explain and fix.

6. Your version is 0.9.0. You fix two bugs and release, then add a new options screen and release again. Give both version numbers (using the major.minor.patch scheme from Unit 1).

7. Explain why being able to pause at any time is an accessibility feature, with two examples from the lesson.

8. The game works perfectly in the editor but the exported build shows a missing-texture error. Which checklist item caught it, and why can builds behave differently?

REVIEW

9. Review (Lesson 2.4): the settings screen must be reachable from the pause menu, not only the title. Why, and what one call makes it keyboard-usable?

Lesson 4.3 — Milestone Self-Review: Scope, Schedule and SkillsUSA

FLUENCY

1. Name the three things every project balances, and what follows if two are fixed.

2. Sort into must, should or could for a platformer whose core loop is run, jump, collect: (a) jumping; (b) a level-select screen; (c) a goal that ends the level; (d) particle sparkles on coins; (e) a pause menu with settings.

3. Write the three feedback stems used in a studio milestone review, and explain what the team does while it hears them.

APPLICATION

4. You have 6 weeks at 4 hours a week until the showcase, and your features are estimated at 30 hours. How many hours must you cut, and what percent of the planned work is that?

5. Why does cutting a feature in week 1 save more than cutting it in week 5?

6. Illustrative example: a studio of 4 people costs $1,000 per person per week. How much does a 3-week schedule slip cost? What does this show about why producers watch scope?

7. Write one line of self-feedback in each form (I noticed / I wonder / What if) for a build where your timed three-minute fresh-eyes play shows you got stuck at the second door for 40 seconds. Point each to evidence.

8. Working alone, how do you practice the leadership habits the lesson describes? Give three examples.

9. Name the SkillsUSA Championships contest that matches building a game, and the FBLA event that does. How do students enter either?

REVIEW

10. Review (Lesson 4.2): which release-checklist items would you check at a milestone review, even before release?

Lesson 4.4 — Career Profile, Résumé and Mock Interview

FLUENCY

1. What does STAR stand for, and what is it used for?
2. Name the three things interviewers want to know, according to the lesson.
3. List four parts of compensation besides salary that the lesson names.

APPLICATION

4. Using the lesson's May 2025 Missouri medians (BLS OEWS), how much more did software developers earn than special effects artists and animators? What is the software developer median per month?

5. Rewrite this résumé line using action verbs and specifics from your own course work: "Did some testing on games."

6. Choose the route and explain: you want first-hand insight about the QA analyst role but cannot arrange to talk with anyone. Which option(s) can you use, and what must you cite?

7. You receive an illustrative offer in the mock interview. Write a respectful two- or three-sentence negotiation response.

8. Name the steps a safe informational interview (Option C) requires before and during the conversation.

CHALLENGE

9. For the gameplay programmer role, list two typical-day tasks and two core skills from the role table, and give the closest BLS occupation with its May 2025 Missouri median.

REVIEW

10. Review (Lesson 4.3): which leadership and self-management habit from the milestone review would you describe in a STAR interview story, and how?

Unit 4 checkpoint

1. Which clause means what you create in your job belongs to your employer?
   A. NDA
   B. Work for hire
   C. Non-compete
   D. Overtime
2. True or false: Since the FTC's 2024 rule was set aside, no federal rule bans non-competes, so state law decides.
3. A non-exempt worker earning $18 an hour works 45 hours in a week. Overtime pay is 1.5 × $18 = $ _____ per hour, and the week's total is $_____.

4. Why must the pause menu's Process Mode be Always?
   A. So it draws on top
   B. So it keeps running when the tree is paused
   C. So it saves settings
   D. So it works on the web
5. True or false: The Quit button is hidden on the web because a web game cannot close the browser tab.
6. Which belongs on a release checklist?
   A. The game runs from the editor
   B. The game starts and can be completed from the exported build
   C. The code has comments
   D. The trailer is finished
7. You have 5 weeks at 3 hours a week, which is _____ hours. Features estimated at 20 hours leave you _____ hours over.
8. In must / should / could, which features do you build first?
   A. Coulds
   B. Shoulds
   C. Musts
   D. Whichever is most fun
9. A reviewer says your jump feels floaty. The professional response is…
   A. Explain why it is floaty
   B. Thank them, record it and decide later with evidence
   C. Argue
   D. Ignore it
10. Which résumé line is strongest?
    A. Made a game.
    B. Good with Godot.
    C. Built a 3-level platformer in Godot 4 and revised level 2 after death-map analysis of 6 testers.
    D. Love gaming.
11. True or false: Benefits such as health insurance and paid time off are part of compensation.