Game Design and Development Course with Greenfoot

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In this talk I will present how the 2D game engine Greenfoot can be used to teach a game design and development course. Greenfoot is an educational 2D game engine that supports the full Java language and it is very easy to learn by students on their own and in less than one month. I will present the advantages and disadvantages of using Greenfoot, as well as games currently being developed by my students in class.