

Bachelor of Software Engineering (2021), Yoohee Colleges, Wellington

Semester 2 Year 1 (Week 17 – 24)	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1 19 th – 23 rd July	CS 104 – UX Design Principles II Introduction to Game Design, Game related UX	CS 104 – UX Design Principles II Conduct UX Research on Mobile Game App	No Class	CS 105 – Development Principles II Introduction to Object Oriented Programming concepts	CS 105 – Development Principles II Introduction to Object Oriented Programming concepts
Week 2 26 th – 30 th Jul	CS 104 – UX Design Principles II Prototype a board game / digital game, blog journal for design iterations	CS 104 – UX Design Principles II Prototype a board game / digital game		CS 105 – Development Principles II Classes, Objects, Constructors Lab 1 (29/7 to 6/8)	CS 105 – Development Principles II Classes, Objects, Constructors
Week 3 2 nd – 6 th Aug	CS 104 – UX Design Principles II Redesign a native mobile app	CS 104 – UX Design Principles II Prototype native mobile app		CS 105 – Development Principles II Inheritance Lab 2 (5/8 to 13/8)	CS 105 – Development Principles II Inheritance
Week 4 9 th – 13 th Aug	CS 104 – UX Design Principles II Application utilizing AI (case studies)	CS 104 – UX Design Principles II Application utilizing AI (case studies)		CS 105 – Development Principles II Polymorphism (Method overloading & Operator overloading) Lab 3 (12/8 to 20/8)	CS 105 – Development Principles II Polymorphism (Method overloading & Operator overloading)
Week 5 16 th – 20 th Aug	CS 104 – UX Design Principles II Game App (case studies) UX Research document (16/8 to 31/8)	CS 104 – UX Design Principles II Mobile App (case studies)		CS 105 – Development Principles II Abstraction and Interfaces Lab 4 (19/8 to 27/8)	CS 105 – Development Principles II Abstraction and Interfaces
Week 6 23 rd – 27 th Aug	CS 104 – UX Design Principles II Design & Prototype (23/8 to 10/9)	CS 104 – UX Design Principles II Design & Prototype		CS 105 – Development Principles II Exceptions revisit (ClassNotFoundException...)	CS 105 – Development Principles II Exceptions revisit (ClassNotFoundException...)
Week 7 30 th Aug – 3 rd Sep	CS 104 – UX Design Principles II Design & Prototype	CS 104 – UX Design Principles II Presentation 1		CS 105 – Development Principles II Revision	CS 105 – Development Principles II Revision
Week 8 6 th – 10 th Sep	CS 104 – UX Design Principles II Provide constructive feedback to other team members	CS 104 – UX Design Principles II Presentation 2		CS 105 – Development Principles II Practical Test	CS 105 – Development Principles II
Mid Semester Break 11 th – 26 th September					

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