

BLACK BELT PROJECT CHECKLIST

Ninja: Leyton D.
Code Sensei: Louby Trahan



Planning Phase Checklist

Before the ninja can progress to the Prototyping Phase, the following requirements must be completed.

- The Black Belt Planning Documents sections (Brainstorming, Storyboarding, and Controls & UI) are complete.
- The project's theme and story are appropriate.
- The project's scope is manageable for the ninja's age and skill level.
- Dev Diary 1 recorded.

Dev Diary 1 Instructions

Record a short video with the ninja.

First, have the ninja introduce themselves, and share how long they have been at Code Ninjas and their three favorite things about being a ninja. Then, ask them to describe the project they are planning to create, and to share something they are excited about. Finally, have them explain the challenges that they anticipate facing in the Prototyping Phase and how they plan to overcome them.

They can present any ideas, drawings, or designs that they have created.

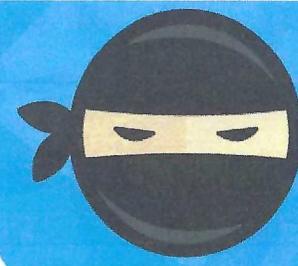
Planning Phase start date:	07/2024
Planning Phase completion date:	08/2024

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: Leighton D.

Code Sensei: Louby Trahan



Prototyping Phase Checklist

Before the ninja can progress to the Alpha Phase, the following requirements must be completed.

- The Black Belt Planning Document sections (Game Mechanics 1 & 2, and Prototyping Playtesting) are complete.
- The ninja used simple shapes like squares and cubes to create a project prototype in Unity.
- The ninja started planning maps, levels, and environments, if appropriate.
- The ninja planned out at least two mechanics with pseudocode, then implemented them in Unity.
- The prototype was playtested by at least one other ninja.
- The prototype was playtested by at least one Code Sensei.
- The prototype has no bugs.
- Dev Diary 2 recorded.

Dev Diary 2 Instructions

Record a short video with the ninja.

Have the ninja give a short live demo of their prototype. Ask the ninja questions about how they planned, implemented, and modified the mechanics in their project. Ask what challenges they faced while building their prototype, and how they overcame them. Ask what challenges they foresee having when converting their prototype into a full project. Have them share something they are excited about adding to their project in the Alpha phase.

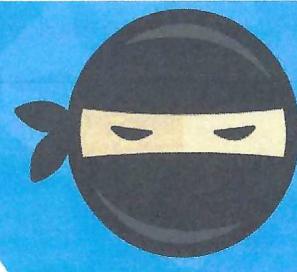
Prototyping Phase start date:	08 / 2024
Prototyping Phase completion date:	11 / 2024

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: Leyton D.

Code Sensei: Louhy Trahm



Alpha Phase Checklist

Before the ninja can progress to the Beta Phase, the following requirements must be completed.

- The Black Belt Planning Document sections (Assets and Design, and Alpha Playtesting) are complete.
- The ninja built out the bulk of their project so that it is almost fully functional at this point in the process.
- The ninja used a variety of appropriate assets to fit the project theme.
- The project was playtested by at least one other ninja.
- The project was playtested by at least one Code Sensei.
- The project can be played through, from start to finish, with no bugs.
- Dev Diary 3 recorded.

Dev Diary 3 Instructions

Record a short video with the ninja.

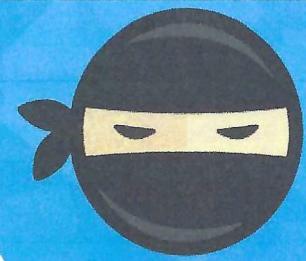
Have the ninja give a short live demo of their project. Ask the ninja how they used their work from the Prototype stage to build their project. Ask them to explain how feedback they received has informed their approach to developing their project. Have them share something they are excited about adding to their project in the Beta phase.

Alpha Phase start date:	08 / 2024
Alpha Phase completion date:	03 / 2025

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: L Python D.
Code Sensei: Louby Trinh



Beta Phase Checklist

Before the ninja can progress to the Release Candidate Phase, the following requirements must be completed.

- The Black Belt Planning Document sections (Beta Playtesting) are complete.
- The ninja used start, credits, loading, and other screens in their project.
- The ninja added "extras" to their project, such as sound effects and music.
- The project was playtested by at least 2 other ninjas.
- The project was playtested by at least 2 Code Senseis.
- The project was changed based on feedback from others.
- The project can be played through, from start to finish, with no bugs.
- Dev Diary 4 recorded.

Dev Diary 4 Instructions

Record a short video with the ninja.

Have the ninja give a short live demo of their project. Ask them to share any new additions they made to their project during the Beta phase. Ask them to explain how feedback they received has informed their approach to making the final refinements to their project.

Beta Phase start date:	03/20/25
Beta Phase completion date:	06/17/25

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: Leyton D.

Code Sensei: Louby Trinh



Black Belt Project Checklist

Completed at the end of the Beta Phase.

Planning & Organization

- The Black Belt Planning Document is complete.
- The hierarchy is organized, and game objects are properly named.
- The project folder is organized, and scripts and prefabs are properly named.

Design & Creativity

- The project follows the storyboard from the Ninja Planning Document.
- The project has a theme (e.g., desert, space, ocean, etc.)
 - o The Unity Asset Store was used or the ninja designed their own assets.
 - o A minimum of 5 assets are used.
 - o A variety of textures and colors are in the scene decorations.
 - o The assets fit the project's theme.
- The player has a clear goal that is explained in the project.
- The player has a clear obstacle or challenge to overcome.
- The player can win or reach the end of the project.

Coding & Logic

- The project contains at least two designed mechanics that use custom code.
- The scripts use at least 10 C# and Unity concepts covered in the curriculum.

User Experience & Interface

- The project contains a Start screen that tells the player how to play.
- The project contains a Credits screen that gives proper attribution to people who contributed, and any assets or tutorials used to make the project.
- The project contains a win screen.
 - o If the player can lose, the project contains a game over screen.
- The project has a user interface that communicates important information to the player.

Playtesting

- The project was playtested by ninjas and Code Senseis throughout the process and feedback was used to improve it.

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: Leyton D.

Code Sensei: Louby Trahan



Release Candidate Checklist

Before the ninja can progress to the Going Gold Phase, the following requirements must be completed.

- The project has been uploaded to GitHub and shared as a WebGL.
- The Unity package, Ninja Planning Documents, Dev Diary recordings, and optional video walkthrough have been uploaded to a file-sharing site (Google Drive, SharePoint, Dropbox, etc.) so they can be shared with the Code Ninjas Education Team.
- The Black Belt Project Release Candidate Submission form has been completed and submitted (see Sensei Guide for link).
- Feedback from the Code Ninjas Education Team has been implemented.
- The Black Belt Planning Document sections (Release Candidate Playtesting) are complete.
- The project has been approved by Home Office.
- Dev Diary 5 recorded.

Dev Diary 5 Instructions

Record a short video with the ninja.

The ninja should talk about the feedback they received from the Code Ninjas Education Team. Ask them to explain how feedback they received has informed their approach to making the final refinements to their project. Then, ask them to share how they plan to celebrate their project "going gold"!

Release Candidate Phase start date:	06/20/25
Release Candidate Phase completion date:	07/20/25

FOR SENSEI USE ONLY

BLACK BELT PROJECT CHECKLIST

Ninja: Leyton D.

Code Sensei: Leahy Trahan



Going Gold Checklist

Before the ninja's project can be featured on the Black Belt Ninjas site, the following requirements must be completed.

- The Black Belt Planning Document sections (Publishing) are complete.
- The final project has been uploaded to GitHub and shared as a WebGL.
- Photos, screenshots, and a video have been created and uploaded so they can be used on the Black Belt Ninja site.
- The Black Belt Final Project Submission form has been completed and submitted (link to form will be included in the final acceptance email from the Code Ninjas Education Team).

Final Video Instructions

Record a 5-to-10-minute video with the ninja.

Have the ninja give a demo of their final project. Ask them about their experience creating their final project from idea to completion. Provide precise praise about their growth as a problem solver, designer, programmer, and ninja over the development of their Black Belt project.

Additionally, the final video can pull clips from the Dev Diary videos created throughout the Black Belt process.

Going Gold Phase start date:	
Going Gold Phase completion date:	

FOR SENSEI USE ONLY