Entry Task:

Date: \_\_\_\_5/27/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

No school

Date: \_\_\_\_5/28/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

2D animation package

Date: \_\_\_\_5/29/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Job 1: an additional 7.5% for being a contracted worker which is 5,250 so you’d be getting $64,750.

Job 2: The monthly 300 would be $3,600 for all twelve months so it’ll be $63,600.

Date: \_\_\_\_5/30/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tell them to start by making a 2D game and have them look for 2D coding videos on YouTube like how to walk and enemies as well as damage/ health and make sure that instead of just copying the code down to take the time to understand it and how it’s working. Then show them some good pixel art applications like Piskel or Asprite if they are willing to spend a little bit of money and then there should be a video of how to import into Unity on YouTube as well. Another good thing to know is how to set up canvases and animations for player actions.

Date: \_\_\_\_5/31/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_