Émilie Mayodon 1843305

420-121-VA

**Game Programming:**

Assignment 1: Week 5

Assignment 2: Week 10

Test 1: Week 6

Test 2: Week 11

Project Proposal: Week 9

Game Design Document: Week 11

Game Project Implementation: Week 15

Project Presentation: Week 15

**Math Concept:**

Test 1: 24 October

Test 2: 5 December

**Programming:**

Exam 1: Week 5

Exam 2: Week 10

Exam 3: Week 15

**Intro to Computer Science:**

Tests (2): Weeks 5, 10

Assignments (3): Weeks 4, 8, 13

Final exam Week 15

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| Week 2 | Sept. 2 | Sept. 3 | Sept. 4 | Sept. 5 | Sept. 6 | Sept. 7 | Sept. 8 |
| Week 3 | Sept. 9 | Sept. 10 | Sept. 11 | Sept. 12 | Sept. 13 | Sept. 14 | Sept. 15 |
| Week 4 | Sept. 16 | Sept. 17 | Sept. 18 | Sept. 19 | Sept. 20 | Sept. 21 | Sept. 22 |
| Week 5 | Sept. 23 | Sept. 24 | Sept. 25 | Sept. 26 | Sept. 27 | Sept. 28 | Sept. 29 |
| Week 6 | Sept. 30 | Oct. 1 | Oct. 2 | Oct. 3 | Oct. 4 | Oct. 5 | Oct. 6 |
| Week 7 | Oct. 7 | Oct. 8 | Oct. 9 | Oct. 10 | Oct. 11 | Oct. 12 | Oct. 13 |
| Week 8 | Oct. 14 | Oct. 15 | Oct. 16 | Oct. 17 | Oct. 18 | Oct. 19 | Oct. 20 |
| Week 9 | Oct. 21 | Oct. 22 | Oct. 23 | Oct. 24 | Oct. 25 | Oct. 26 | Oct. 27 |
| Week 10 | Oct. 28 | Oct. 29 | Oct. 30 | Oct. 31 | Nov. 1 | Nov. 2 | Nov. 3 |
| Week 11 | Nov. 4 | Nov. 5 | Nov. 6 | Nov. 7 | Nov. 8 | Nov. 9 | Nov. 10 |
| Week 12 | Nov. 11 | Nov. 12 | Nov. 13 | Nov. 14 | Nov. 15 | Nov. 16 | Nov. 17 |
| Week 13 | Nov. 18 | Nov. 19 | Nov. 20 | Nov. 21 | Nov. 22 | Nov. 23 | Nov. 24 |
| Week 14 | Nov. 25 | Nov. 26 | Nov. 27 | Nov. 28 | Nov. 29 | Nov. 30 | Dec. 1 |
| Week 15 | Dec. 2 | Dec. 3 | Dec. 4 | Dec. 5 | Dec. 6 | Dec. 7 | Dec. 8 |
| Week 16 | Dec. 9 | Dec. 10 | Dec. 11 | Dec. 12 | Dec. 13 | Dec. 14 | Dec. 15 |

Game Programming: Exam/Test:

Programming: Assignment/Project:

Intro to Computer Science:

Math Concepts:

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 08:00-09:00 |  |  |  |  |  |  |  |
| 09:00-10:00 |  |  |  |  |  |  |  |
| 10:00-11:00 |  |  |  |  |  |  |  |
| 11:00-12:00 |  |  |  |  |  |  |  |
| 12:00-13:00 |  |  |  |  |  |  |  |
| 13:00-14:00 |  |  |  |  |  |  |  |
| 14:00-15:00 |  |  |  |  |  |  |  |
| 15:00-16:00 |  |  |  |  |  |  |  |
| 16:00-17:00 |  |  |  |  |  |  |  |
| 17:00-18:00 |  |  |  |  |  |  |  |
| 18:00-19:00 |  |  |  |  |  |  |  |
| 19:00-20:00 |  |  |  |  |  |  |  |
| 20:00-21:00 |  |  |  |  |  |  |  |
| 21:00-22:00 |  |  |  |  |  |  |  |

Video Games: Math Concepts:

Transport:

Yoga:

Homework/Studying:

Game Programming:

Programming:

Intro to Computer Science:

Outline for Assignment 3:

1. Little introduction to computer science.
2. List of jobs and descriptions in the computer science domain:

**Software Developer:**

Generate software programs that let the users complete specific tasks on numerous devices, such as computers and mobile devices.

**Database Administrator:**

Analyze and evaluate the data needs of users; develop and improve data resources to store and retrieve important information.

**Computer Systems Analyst:**

Measure an organization's computer systems and recommend changes to hardware and software to ameliorate the company’s efficiency.

**Web Developer:**

Create the technical structure for websites and make sure that web pages are available and easily downloaded through an assortment of browsers and interfaces.

**Game Designer:**

Write game specifications and constantly improve the game by finding weaknesses and solutions.

**Computer Programmer:**

Write and test codes that allows computer applications and programs to work, test programs for mistakes, find and resolve defective lines of code.

1. State employment rates and starting salaries, and more facts:

Computer science graduates start with salaries around the high five-digit to six-digit figure range.

73% with an undergraduate degree started with a salary higher than 55 000$.

Over 61 percent of graduates of computer science-related programs were employed full time in their field.

1. Small conclusion on where to go and why.