Course Outline
Video Game Building

Age : 10-14 years old

Introduction

The course covers an introduction to the electronic game design and development careers. It includes the history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game

Seq	Lesson	Objective
1	Maze game	In this lesson, we will introduce "Scratch" to students, and let them know the basic command, which will be focused on movement.
2	Pong game	In this lesson, students will learn about random movement and how to automatically pause the game.
3	Racing car	In this lesson, students will learn about commands that can denote the movement direction of object.
4	Ghost avoidance	In this lesson, students will learn about commands that move the object in horizontal and vertical directions.
5	Space adventure	In this lesson, students will learn about sensing command which detects the touching of two objects that are widely used in shooting games.
6	Cat adventure	In this lesson, students will learn about jumping commands and how to insert music through scoring adventure games.
7	Flappy bird	n this lesson, students will learn about multiple direction command and pause commands of objects. In addition, they will learn about backdrop movement and object movement commands.

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8	Balloon shooter	In this lesson, students will learn about generating object commands for being the target of player. Moreover, they will learn how to animate shouted objects.
9	Project I	In this lesson, students will show their applied and creative skills by building a game from their idea.
10	Project II	In this lesson, students will show their applied and creative skills by building a game from their idea.