

# Kershaw County's Youth VIDEO GAME Programmers

@ The Kershaw County Library -  
Camden Branch

TAUGHT BY:

CONOR X. ROM

CITADEL CLASS OF 2025 / TAX ACCOUNTANT / SCSG ADMIN OFFICER

PLANNING  
MANUAL



# PLANNING MANUAL

VERSION 0.1

# INTRODUCTION

## PROGRAM'S PURPOSE:

To teach high schoolers and young adults valuable creative, analytical, and problem-solving skills through learning video game programming.

## MANA ROCK GAMING'S MISSION:

The mission of Mana Rock Gaming is to make South Carolina the “Gaming Capital of America”. We believe that by sharing the joy and accessibility of board/video games to others, we can improve lives for the better.

Video/board game design is not just writing code/rules, but an opportunity to participate in a creative, artistic format that allows for the sharing of ideas and common cultural values.

Even if you don't design games, every Carolinian should feel the joy of sitting around a table or television enjoying the company of their friends and family over a shared medium.

## MANA ROCK GAMING'S STRUCTURE:

Mana Rock Gaming is in the process of considering whether it should organize as a 501(c)(3) nonprofit, directed by Conor Rom. At no time though will Mana Rock Gaming or Conor Rom ever ask for any form of payments from any of our collaborators for this program. No member of Mana Rock Gaming will receive any form of payment from the nonprofit, as our mission is to serve the people of South Carolina and spread the love of gaming.

## PROGRAM DEMOGRAPHICS:

Kershaw County's Youth Video Game Programmers is designed for high schoolers and young adults, aged 14 to 22 years old.

If there is extreme interest in the program, a preference will be given to participants aged 16 to 19 years old.

The program will be split into two groups: the Kershaw County Library and (TBD). Though these may be consolidated in the case of low public interest.

## ADDITIONAL DOCUMENT:

*Program Syllabus - Kershaw County's Youth Video Game Programmers*

## CONTACT INFORMATION:



### Mana Rock Gaming

ManaRockGaming@gmail.com

ManaRockGaming.com

### Conor X. Rom

Conor.X.Rom@gmail.com

803-556-7862

## MARKETING REQUEST:

Mana Rock Gaming and Conor Rom will not ask for any form of payments. All that is asked is that Conor X. Rom's name is directly added to any published advertisements, interest forms, or published material which promotes our shared objective in developing the Kershaw County's Youth Video Game Programmers. Mana Rock Gaming / Conor Rom does not need prior approval for any published material our partners desire to release, but requests the ability to petition for a published material to be recalled if needed.

Though in good faith, Mana Rock Gaming / Conor will notify any collaborator if we intend to use their brand or logo in any published material.

Mana Rock Gaming's involvement or logo is not required to be in any published material, unless desired by the publishing collaborator.

## STATEMENT ON AI USE:

Artificial intelligence was not used in the writing of this Planning Manual except as a spell checker.

Grammarly. (2025). Grammarly Handbook.  
<https://www.grammarly.com>

## WHO IS CONOR X. ROM:

Conor Rom was born in Rock Hill, South Carolina, in 2003, to a military family that would go on to move around America and even Europe. Prior to the start of Covid-19, during his Junior year, the Rom Family returned to South Carolina. Conor Rom would graduate from Spring Valley High School, then attending and graduate from The Citadel, the Military College of South Carolina, in 2025.

Conor Rom has a Bachelor of Accounting, with minors in Chinese, applied stats, and ministry. Conor Rom works as a full time tax accountant at CTPG, while also serving part time as an admin officer in the South Carolina State Guard.

In his free time, Conor Rom loves to program video games or websites, play trading card or miniature war games, or study history.



*Photo from Conor Rom teaching Game Design at The Citadel's 2025 Merit Badge University.*

# TEAM ORGANIZATION

## LEARNING OBJECTIVES:

Kershaw County's Youth Video Game Programmer is a continuous program, designed to teach young programmers over a period of meetings.

The technical goal of the program is for all participants to walk away with a basic understanding of coding in C#, utilizing a game engine, knowing basic game design principles, learning how to conduct a play test, and having items interact in a 2D space.

While having a teacher present to answer questions is important, a key part of coding is learning how to problem-solve yourself. While learning to code is like learning another language, a big part is how you do research online to find a solution to your desired outcome.

A full break down of all the learning objectives may be located in the *Program Syllabus*.

## LEARNING OBJECTIVES:

To encourage mass youth participation and to reutilize all the time and resources put into planning each meeting's lesson plan, there will be two groups that meet on separate days. The (TBD) group will be composed of members enrolled at that school, and youth and students from other schools will be encouraged to join the Kershaw County Library group.

## TEAM ORGANIZATION

Participants will be organized into small teams numbering around three members. Individuals interested in participating in the program are encouraged to invite their friends to form a team, but those who come alone will be organized into a team.

Each team will design their own video game based upon the lesson plan for the day. Every team will design the same style of game utilizing the lesson plan, but are given some creative liberties to express themselves.

These teams will also help to develop soft skills in the form of collaborating with others in a creative process, and help to consolidate the learning process.

If one member of the team cannot participate in one meeting, the rest of the team can catch them up on what was taught in the following meeting.

Individuals who join the program late may be added to a team, or if there are multiple new members, organized into a new team.

# SCHEDULED MEETINGS

## SCHEDULED MEETING #1:

Camden Library - Meeting Room  
Tuesday January 13th, 2026  
3:30pm - 4:30pm

## SCHEDULED MEETING #2:

Camden Library - Meeting Room  
Tuesday January 27th, 2026  
3:30pm - 4:30pm

## SCHEDULED MEETING #3:

Camden Library - Meeting Room  
Tuesday February 10th, 2026  
3:30pm - 4:30pm

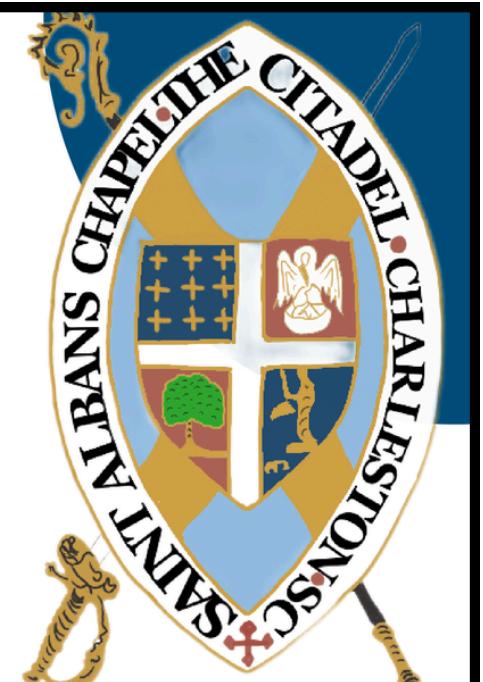
## SCHEDULED MEETING #4:

Camden Library - Meeting Room  
Tuesday February 24th  
3:30pm - 4:30pm

## LOCATIONS:

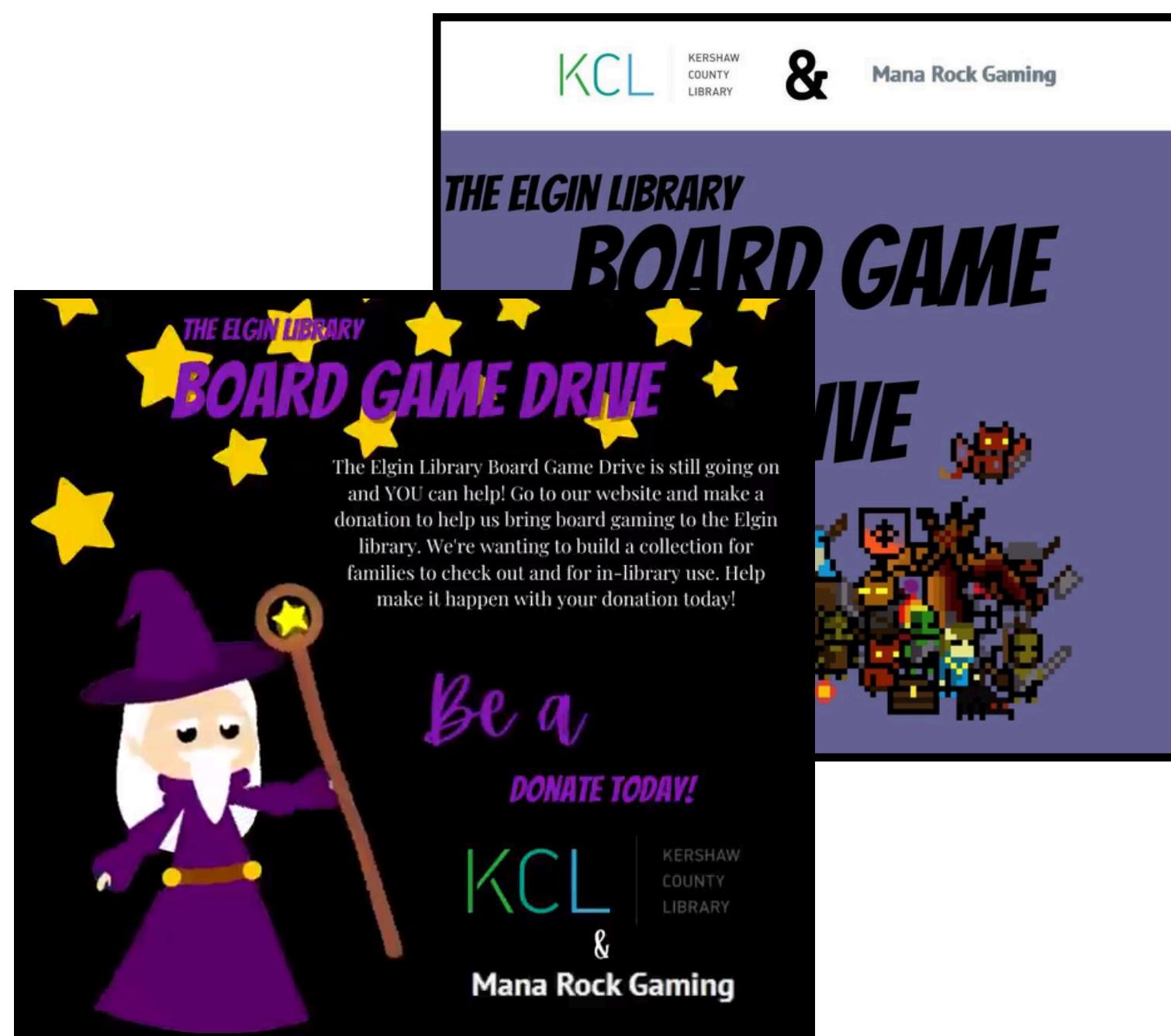
- Camden Library - 1304 Broad St, Camden, SC 29020
- TBD

## THE SAINT ALBANS' BOARD GAME DRIVE



The Saint Albans' Lounge is Looking For New / Unused Board Games. All Physical Donations Should Be Dropped Off At The Saint Albans' Office (3rd Floor Mark Clark).

SEND ANY QUESTIONS TO:  
CADET CONOR ROM  
[CROM@CITADEL.EDU](mailto:CROM@CITADEL.EDU)



Kershaw County Library Instagram Post for the Elgin Board Game Drive in 2021.

Poster from Conor Rom's participation in the Saint Albans' Board Game Drive in 2024.

# YOUTH SAFETY

## YOUTH PROTECTION:

Mana Rock Gaming and Conor Rom are both dedicated to the safety of everyone involved with the Kershaw County's Youth Video Game Programmers.

Conor Rom has been active with younger individuals dating all the way back to when he was a Boy Scout den leader for a younger Cub Scout troop, to his time in College helping multiple youth programs. As the primary teacher for the coding program, additional responsibilities are placed upon him to ensure the safety of everyone who participates in the program.

## COLLABORATOR RULES:

During the running of this program, all rules set by the Kershaw County Library or TBD will be followed.

## YOUTH UNDER 18 INVOLVEMENT

As this program is designed for individuals who may be below the age of 18 years old, additional responsibilities are laid in the hands of its organizers and the individual participant's guardians.

## DIGITAL COMMUNICATION

All digital communication with participants in Kershaw County's Youth Video Game Programmers will be performed through group or team emails. For individuals under the age of 18, a legal guardian will be CC'd in all communication. It is for this reason that the registration requires an accurate email address for the individual's legal guardian.

Participants under the age of 18 will not contact Conor Rom. If needed, the legal guardian will contact Conor Rom on their child's behalf. If Conor Rom receives a message from an individual under the age of 18, he will not respond until a legal guardian reaches out.

Participants aged 18 years or older are permitted to contact Conor Rom, but must CC everyone in their team.

## PHYSICAL MEETINGS

All Kershaw County's Youth Video Game Programmers will be conducted in a group setting in a public location. Conor Rom will not meet with participants individually or outside of scheduled program meetings.

## PROTECTING LEARNING

The program has the right to remove any participant who creates a hostile environment to learning.

## SAFE DEPARTURE:

Participants under the age of 18 will be required to be picked up by an adult identified during registration. If a legal guardian would like to add an adult or older sibling over the age of 18 to this list, they are requested to contact the Kershaw Library or Conor Rom.

If a participant under the age of 18 is not picked up 10 minutes following the concluding of a meeting, Conor Rom will reach out by phone to the legal guardian.

Participants under the age of 18 years old will not be authorized to walk home or to another location, unless identified during their registration.

## TAKING PHOTOS:

The Kershaw County's Youth Video Game Programmer would like to take a few photos during the program for the purpose of using the photos in promotional material or social media posts. If a legal guardian would like that no pictures of their child are taken, please contact the Kershaw Library or Conor Rom. Individuals over the age of 18 who don't want their picture taken should notify Conor Rom.



*Photo from Conor Rom teaching Game Design at The Citadel's 2025 Merit Badge University.*