Nick’s Training Plan

# Software Development

* 1. Refresh OOP in C#
     1. Practice common math problems
        1. Leetcode practice (ongoing)
        2. ~~Code Bin2Int program~~
     2. ~~Practice basic object programming problems~~
        1. ~~Create Thirsty Thorns demo~~
        2. Learn basic debugging
           1. Throw, break, etc.
        3. Learn intro to testing
  2. Refresh basic SQL commands
     1. ~~Create Database, Table, Inserting Data~~
     2. Statements
        1. Select, Where, Update, Delete
        2. Commenting
        3. Adding Columns, Dropping tables, Adding Primary Keys
        4. Create Products and Orders Table
        5. Foreign Keys and Joins
        6. Functions, Group
     3. Practice Leetcode
  3. Familiarize with .NET framework
     1. .NET Framework vs .NET Core vs ASP.NET, etc.
     2. Creating a basic form
        1. Adding elements
        2. Code mapping
        3. Start with coding Thirsty Thorns Login/Signup Page
        4. Thirsty Thorns Dashboard
  4. Connect C# Windows Form App with SQL
     1. Practice with dummy problems
     2. Integrate in Thirsty Thorns for first app
  5. C# LINQ, Async

# Web Development

* 1. Web Stack:
     1. ~~How the Web works~~
     2. ~~HTML~~
        1. ~~HTML~~
        2. ~~Semantic HTML~~
           1. Build recipe web page (OVERDUE)
     3. CSS
        1. ~~Essentials~~
        2. Responsive Design
        3. Frameworks
        4. Bootstrap
           1. Draft Jade’s Jewelry Website
     4. Javascript
        1. Basics
        2. JS Syntax
        3. AJAX and JSON
           1. Update Jade’s Website
     5. API’s and RESTful API’s
     6. NodeJS
     7. Web Frameworks
     8. Databases
     9. Authentication, Authorization, and Security
     10. Cookies & Sessions

# Game Development

* 1. Refresh on C++
  2. Continue C#
     1. Create a basic RPG once .NET is learned
  3. Continue Web Dev until Javascript is finished
     1. Create basic Checkers game using Phaser
     2. Learn about Networking
     3. OMGPOP-like demo
  4. Pick between Unreal Engine or Unity
     1. Create Night Drive Zombie Game