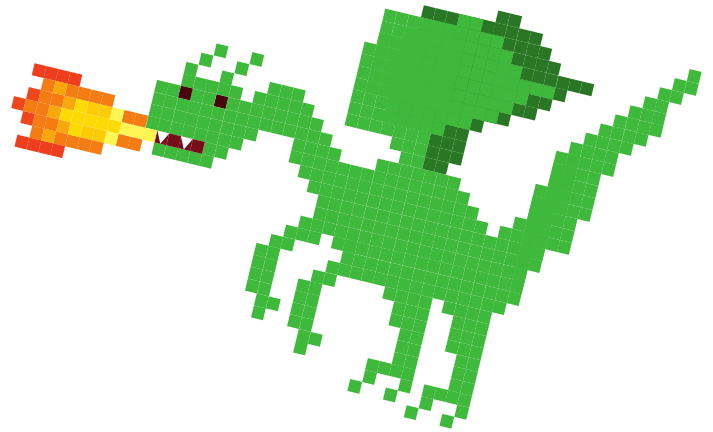
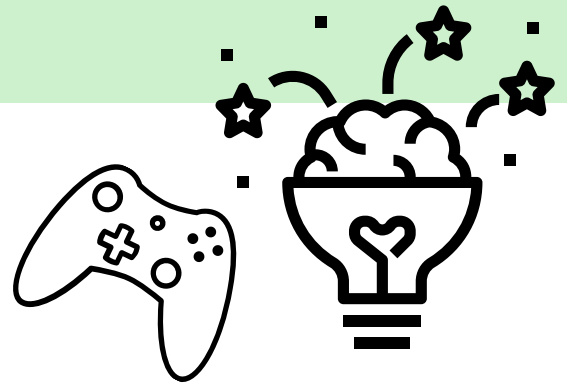


# CODER

## What is a Coder?

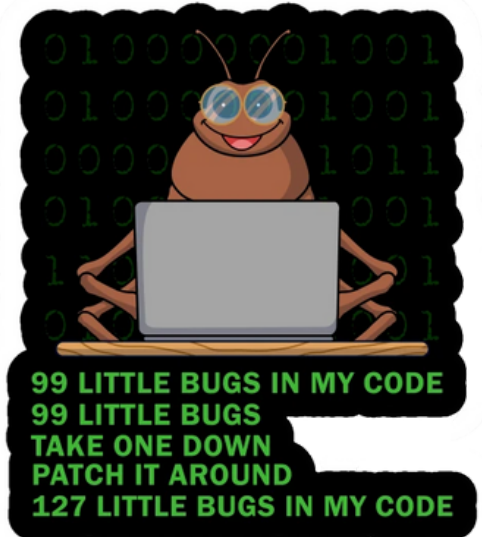
A coder glues the pieces together in a game engine, but this process generally follows the creativity and design of a game designer and/or storyteller. Using programming languages, coders can expect to stare at strings of text and try to puzzle out functionality.



## Useful Resources for Coder



- [UNITY HUB](#)
- [UNITY LEARN](#)
- [UNITY DOCUMENTATION](#)
- [VISUAL STUDIOS OR VS CODE](#)
- [STACK OVERFLOW](#)



## Level-up League sessions

In-person

Wednesdays @ 3:30

Bizzell LL118

Online

Tuesdays @ 3 | Register at

libcal.ou.edu for link

# Coder: Weekly Goals



## Six Stages of Debugging:

1. That can't happen
2. That doesn't happen on my machine
3. That shouldn't happen
4. Why does that happen?
5. Oh, I see
6. How did that ever work?

Check-in with a University Libraries Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points; there can be only one!)
Week 1: In consult with Project Manager, implement Version Control				
Week 2: Provide access to version control to Project Manager				
Week 3: Make thing game designer describes				
Week 4: Discuss what is feasible with other roles				
Week 5: Communicate with other roles on how to share assets (sprites, text, plain language)				
Week 6: Show off implemented mechanic				
Week 7: Draft of game loop				
Week 8: Show progress towards MVP				
Week 9: Show progress towards MVP				
Week 10: Show progress towards MVP				
Week 11: Show progress towards MVP				
Week 12: MVP!!!!				