

Game Design & Programming

Monday	Presentation, Setup, Preparation, & Web Overview
Tuesday	Java Overview, Project Check-in, and Q&A
Wednesday	C# Overview, Project Check-in, and Q&A
Thursday	Review Final Projects

Prerequisites:

Earn the Cyberchip (<https://www.scouting.org/training/youth-protection/cyber-chip/>)

Scouts may need:

Game Design Journal - could also be a file in their [GitHub](#)

Overview, Setup, & Preparation

Presentation of history of programming languages, differences, usages, etc as well as the evolution of games

Install necessary development environment files & setup github account(s)

Projects:

For 2 of the projects, you will need to use git to clone a repository, create/checkout your own branch named [RepositoryName][FirstName], make changes to the code, and push those changes to the remote server.

For the final project, you will need to use git to create your own repository - creating a branch is optional for this, write your own program/game from start to finish, and push the code to the remote server.