Course Outline

Week 1 - 4

* ~~What is a game?~~
* ~~What is the Design Process?~~
* ~~What is a theme?~~
* ~~What is conflict?~~
* ~~What are mechanics~~
* ~~Play some board games~~
* ~~Game Design Workshop~~
* ~~Performance Task 1 - Board Game~~
* ~~Share~~

Week 5 - 6

* ~~History of Game Design~~
* ~~Exploring Industry~~
* ~~Unity Basics~~
* ~~Creative with Code unit 1 - Player Control~~
  + ~~Start your 3D engine~~
  + ~~Pedal to the Metal~~
  + ~~High Speed Chase~~
  + ~~Step into the Driver’s Seat~~
* ~~Challenge 1~~
* ~~What is a good game?~~

Week 7 - 8

* ~~Creative with code unit 2 - Basic gameplay~~
  + ~~Player positioning~~
  + ~~Food fight~~
  + ~~Random animal~~
  + ~~Collision detection~~
* ~~Challenge 2~~
* ~~Using Prefabs~~
* ~~Share~~
* ~~Brainstorm game~~
  + ~~Keep it simple~~
  + ~~Brainstorm~~
  + ~~Choose two~~

Week 9 - 10

* ~~Create with code unit 3 - Sound and effect~~
  + ~~Jump Force~~
  + ~~Make the World Whiz By~~
  + ~~Don’t Just Stand There~~
  + ~~Particles and Sound~~
* ~~Challenge 3~~
* ~~Getting Started with AI~~
* ~~Third Person Game Mechanics~~
* ~~Share~~
* ~~Planning Game~~
  + ~~The 4 Game Elements~~
  + ~~Get Feedback~~
  + ~~Choose one and Plan~~
  + ~~Break it into pieces~~

Week 11 - 12

* ~~Create with code unit 4 - Gameplay Mechanics~~
  + ~~Watch where You’re Going~~
  + ~~Follow the Player~~
  + ~~PowerUp and CountDown~~
  + ~~For-Loops for Waves~~
* ~~Challenge 4~~
* ~~Building Scene with Prefabs~~
* ~~Share~~
* ~~Make game~~
  + ~~Prototype the environment~~
  + ~~Prototype the Player~~

Week 13 -14

* ~~Create with Code unit 5 - User Interface~~
  + ~~Clicky Mouse~~
  + ~~Keeping Score~~
  + ~~Game Over~~
  + ~~What’s the Difficulty?~~
  + ~~Whack-a-food~~
* ~~Challenge 5~~
* ~~Legal and Ethical Consideration~~
* ~~Make Game~~
  + ~~Prototype the Gameplay~~

Week 15-16

* ~~Project Your First Game~~
  + ~~User Testing and Feedback~~
  + ~~Final Development~~
  + ~~Reflection~~
* ~~Present game~~