DMA 2011- Teen Summer Program - Course Outline

C++ Game Creation

	Monday	Tuesday	Wednesday	Thursday	Friday
8:30 AM	Check-In & Welcome 8:30 - 9:00	Day Student Drop Off 8:45 - 9:00	Day Student Drop Off 8:45 - 9:00	Day Student Drop Off 8:45 - 9:00	Day Student Drop Off 8:45 - 9:00
9:00am / 9:30am	Introductions & Week Overview	Lesson 4: Keyboard input and game logic control	Multiple game objects (putting STL vectors)	Project Work and Individual Instruction	Package the game for sharing with friends and family
10:00am	30 Minute Break				
10:30am / 11:00am / 11:30am	Lesson 1: Intro to C++ and Object-Oriented Programming	Keyboard input continued	Adding animation	Project Work and Individual Instruction	Project Work and Individual Instruction
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm / 1:30pm / 2:00pm	Lessons 2 and 3: Intro to Panda3D game engine, make panda and camera move	Lesson 5: Collisions; Adding text to screen	Develop Artificial Intelligence for enemy players	Adding background score, adding sound effects	Final Touches (Cont.) Game completion, uploading, burning project to DVD
2:30pm	30 Minute Break				
3:00pm / 3:30pm	Project Work and Individual Instruction	Project Work and Individual Instruction	Import custom actor models for game	Project Work and Individual Instruction	Open House/ Family Showcase
4:00 PM / 4:30 PM			Project Work and Individual Instruction		
5:00 PM	Day Student Pickup 5:00 pm	Day Student Pickup 5:00 pm	Day Student Pickup 5:00 pm	Day Student Pickup 5:00 pm	End

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