

C# Survival Assignments

You can watch unity quick tips but not required. Start at video 16 to begin assignments.

- Before you turn in challenges you need to watch the review and ensure you did it right. It is okay if your variable names are not the same as the review as long as you use camelCase naming convention and the code works. Turn in the code in OneDrive by copy & pasting to notepad - ensure it has your name in the file name.
- If you finish early on work days go to gamedevhq.com and choose a challenge to work on, try out code.org, complete a gmetrix cert training, or work on a side game build. *No playing games on work days or you will have to work on game days the rest of the year.
- Some sections don't have assignments (enums, dictionaries, etc.). You should still watch those sections and take notes but you won't turn anything in for them. Remember- this course is what you make of it. The more you are off task or not doing work the farther behind your game builds and code knowledge will be. The harder you work the more impressive your builds will become. Show me what you can do!

Variables (Due 8/20):

- 19. Challenge: Master Variables P1
- 21. Challenge: Master Variables P2
- 23. Challenge: Tip Calculator
- 25. Challenge: Quiz Grade Average
- 28. Want More Challenges- go to gamedevhq.com and choose 1 challenge to complete and turn in- must out the number and name of challenge as a comment so it can be graded.

If Statements (Due 8/22):

- 30. Challenge: Master if-statements P1, 32. Challenge: Master if-statements P2, & 34. Challenge: Master if-statements P3 - only 1 folder in OneDrive so upload completed code for all parts together. They build on one another.
- 37. Challenge: Quiz Grades
- 39. Challenge: Master if-statements P4
- 41. Challenge: Speed Program

Switch Statements (Due 8/27):

- 45. Challenge: Master switch statements P1
- 47. Challenge: Master switch statements P2
- 49. Challenge: Weapon select program

Loops (Due 8/29):

- 60. Challenge: Ultimate print outs
- 62. Challenge: How fast you going?

Week of Sept. 3rd – Work on NGT group formation, problem statements, etc.

Array (Due 9/10):

- 67. Challenge: Array Master
- 69. Challenge: Randomly choose one
- 75. Challenge: Concert for loop

Functions vs. Methods (Due 9/12):

- 80. Challenge: Pass the object with color
- 84. Challenge: Are you alive?
- 87. Challenge: Position matters

Classes (Due 9/17):

- 93. Challenge: Customer database

*Once you complete this challenge let Dr. Kirk know to unlock OneDrive folders to finish the rest.

Static Types (Due 9/19):

- 108. Challenge: Random color helper

Properties (Due 9/24):

- 114. Challenge: Declaring properties

Lists (Due 9/26):

- 121. Challenge: You have been named
- 123. Challenge: Build that objects list

Abstract Classes and Interfaces (Due 9/30):

- 137. Challenge: Employee experience

Delegates and Events (Due 10/1):

- 145. Challenge: Teleport events

LINQ - Language-integrated query (Due 10/2):

- 160. Challenge: Hands on with LINQ

Once you turn in all challenges you can work on a side game build, gmetrix trainings, or work on NGT or the Capstone Project.