

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Design a production plan and your team sticks to that plan.
3	Student will: Work through the core tasks and challenges that face a video game design team. (Standard 27.0)
2	Student will: -Understand software development tasks from conception through release including: ideation, team building, concept art, design, finding assets, coding, testing, marketing, and releasing. -Understand potential challenges that may arise in game development including: scope creep, budget issues, lack of customer satisfaction, and teamwork issues
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work on the core tasks of video game design and development. Work through teamwork, project, and coding issues as they arise. You earn credit for this by participating in the group software development project first semester. Credit awarded based on how well you and your team worked through the process.

