

Design and Code Programs

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a gaming using high-level functions and add additional features that were not provided through the tutorial they chose. Using the mini-tutorials or even more so through their own creation.
3	Student will: Plan Program Design & Code Programs (standards 42.0 & 43.0) <ul style="list-style-type: none"> ✓ Examine existing software and choose appropriate tool to use (Unity or Unreal) ✓ Prepare proper layout specifications (2D, 3D, Mobile, etc.) ✓ Utilize reference manuals (Udemy, tutorials, forums, etc.) ✓ Code routines, write programs & event-driven programs, logical statements, & score keeping. ✓ Implement enhanced program structures- help text & goals. (standard 47.0). Code, test, & debug throughout (standard 44) ✓ Create a maintain documentation/source code (standard 45)
2	Student will: Define: layout, event-driven, code, if-statement and array. Know which game engine you want to learn (C#- Unity or C++ Unreal)
1	With help from the teacher, the student has partial success with the current content.

Work Scenario: Since you've learned the basics of programming the gaming company you are interning at wants you to develop a basic game. They are giving you free-reign to in terms of genre. The game must demonstrate your coding abilities.

Learning Target: Plan a game design & build that game using C# in Unity. **Game must include score keeping, if-then statements, basic menu with start button, help text/instructions, goal/victory condition & one timed-event.**



****As you do these tutorials I want you to keep track of your source code (put in Notepad, keep track of which object you put in, etc.).****

See the below for some ideas- I encourage you to start to create builds on your own as well using individual videos or Unity manual when you get stuck!

[Brackey's Playlists](#)

[Jimmy Vegas Playlists](#)

[GameDev.tv](#)

[Unity Learn](#) (individual additions you can add to a game)

Other options: Not all will meet the requirements so you will have to do some coding on your own. Requirements that must be met include: score keeping, if-then statements, basic menu with start button, help text/instructions, goal/victory condition & one timed-event.

[Block Breaker](#)

[Mini Golf Game](#)

[2D Platformer](#)

[2D Castle Defense](#)

[Survival Horror](#)

[Racing](#)

[Battle Royale](#)

[Base Building Game](#)

[Hex-Based – Mostly Civilized](#)

[Gorf](#)

[Resident Evil Clone](#)

[Retro FPS](#)

[Simple App](#)

[Massive 2D RPG – 179 videos](#)

[2D Platformer Unity 2020](#)

[Endless Runner](#)