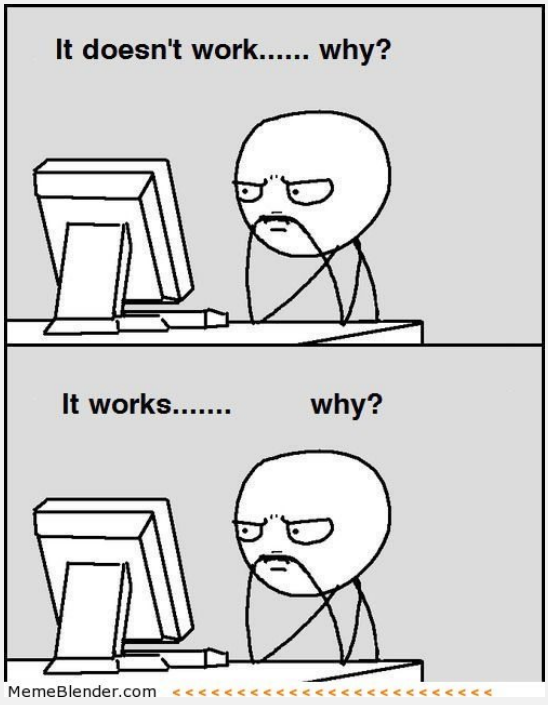
Information Processing

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Use a high-level language and number/non-numeric data to create a basic game in Unity or Unreal Engine.
3	Student will: Identify functions of information processing (standard 40.0) ✓ Identify characteristics of high level languages, operating systems, & networks. ✓ Identify most appropriate languages for the game industry. ✓ Identify how numeric & non-numeric data are represented in code.
2	Student will: Define: variable, string, integer (int), method/function, loop Identify at least 3 coding languages used in the game industry.
1	With help from the teacher, the student has partial success with the current content.

Work Scenario: You were recently hired at a gaming company as an entry-level intern. You need to learn the basics of code and how it is used in relation to creating games. To begin you must learn basic vocabulary in relation to programming. After you learn the basics you can being to use it in Unity to help your company work on projects.

Learning Target: Understand how numeric and non-numeric data are represented in code, what languages are common in the gaming industry, and begin to use them in Unity.



Project Steps:

Access the course content on the Learn Unity website. Click "Sign in with your Unity ID" and create an ID if you don't already have one.

1. For each video you will turn in code AND notes (or comment the code).
2. To turn in copy/paste the code into notepad where you will write your notes or add comments to the code. Turning in code alone will not earn credit.
3. Most days have several videos – be sure to do all of them.
4. **Each week you will upload your tutorial notes, project code in notepad with //comments, and/or project files. What you upload depends on the week (see document listing each video and due date)**
    a. Absorb what you are learning- re-watch, pause often, take notes and ASK QUESTIONS on anything you are confused by. **Go slow, work hard and pay attention.**