LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Build a demo of their game with at least one level completed and learn how to really use game tools.
3	Student will: Become familiar with popular game tools and different gaming engines (standard 20.0).
2	Student will: Understand what different game tools and engines are available and how they can be used in their group project.
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.

Monday:

Animators- See the Tutorials and Assets document. Find or create assets.

Developers- See the Tutorials and Assets document.

-Make a list of coding needed and find tutorials that line up with it. I suggest you create a word document that **lists what you trying to accomplish** and then paste **a link to a tutorial** that will help you accomplish that next to each one.

Database Administrators- Be sure to keep backing up animator and developers progress on TWO flashdrives.

Everyone (developers/animators don't do until you are done with the above)- Go to your wix.com digital portfolio and work on making it look good. Change colors, text boxes, pictures, etc. **Upload the link to your updated digital portfolio in O365.**

-Begin to add screenshots, documents, samples, etc. of the work you have accomplished in class or at home.

-Pictures or scanned images of things you've drawn, electronic copies of tablet drawings, screenshots of the games you've created.

-If you want to upload an .exe file of one of the games you've created you will need to put them in a dropbox account (make one at dropbox.com) and then include the link to it.

-Links to Prezi's, Kahoot links, and blogs.

-Things that you've created for your group project- flow charts, concept art, narratives, etc.

Tuesday:

Developer/Architects/Animators:

To start create your sprites, objects, put together backgrounds and environments, add your assets to Unity or GameMaker.

Begin tutorials and actual game build.

Follow through tutorials you found that match the functionality you want in your game. Ask team members for assistance or to take on a specific tutorial to help out.

Work closely with project manager, designer, architect, animator, etc. to ensure you know what they want the game to look like.

QA tester should get the game after each set of coding is done to test things out and report on what is working and what is not. QA tester will help the developer find issues and work through them.

All other team members- Work on tutorials or products they are making to advance their knowledge either for their role in the group or a gaming career that is not your role. **You need to turn in one major project (game build) by the end of the week or 4 minor projects- 1 each day; can be 2 minor if they are more than one periods worth of work but it must be justified.**

> -Examples include blog posts on a gaming topic, drawings/concept art, games in unity or GameMaker, design document for a game you want to do on your own, narratives for a game you want to do, 3D models done in Blender or Unity (created from a tutorial or on your own), etc. Choose something that interests you so that you are motivated to do high quality work. If you are unsure what to do come see me and I will help you narrow it down.

Wednesday-Friday:

Developers continue tutorials and building the game. **Turn in your status update on what all you did this week in your game on Friday. Meet with your group and discuss issues and things that need more work or if help you may require from them.**

QA testers keep testing the game after each set of coding. Be sure to record all errors; even ones that get corrected in a test log. Your test log can be done in Word or Excel in table format with a column for the date, error found, level of error (Critical, Major, Normal, Minor), and date it gets corrected. **Turn in your completed bug report on Friday.**

 All other team members- Continuation from yesterday (see above).