

Single Player Game **Spatial Reasoning** Students will be introduced to basic programing Students will learn to creatively visualize and constructs to design story boards and puzzle games manipulate relationships between objects and space Block Based Time Based Command Programming For Loops Play Lab Functions Functions with Complex Pattern Parameters Building Events Customization Madame Unicorn
Create an interactive game based **Basket Ball Game** Star War Game Create your own story and animation. on keypress events. **Dynamic Difficulty Building Logic Building** Students will be taught to develop their logical thinking skill essential for Students will learn to add levels of difficulty to their apps and also test their skills acuired app designing so far ☐ If/ Else Repeat Until ☐ Variables Maths 6 ☐ While Loops ☐ Goal Directed Loops Logic Actions Test Your Skills Harvester App Collector Bee App Create app to test the skills acquired so far wrt programming constructs. Create simple decision making app **Binary Art Deep Learning** Students will be introduced to concept Students will explore advanced of data types, pixels and image resolution game/app designing in detail Game Design Concepts ☐ Binary Bracelets ☐ ButtTrouble Events and ☐ Binary Images ☐ User Story Board Plotting Shapes Interaction 2DArtist App Chase Game Create an app to generate boolean images Create your own story andanimation.

Utility App: PlayLab

Students will learn to build multiple entertainment & utility apps

PlayLab Machine Learning Variables

Score Keeping Wireframe Construction

Trash Sorter App

Create interactive app to sort through different objects

Intermediate Evaluation Program

Students will be assigned projects at the end of the course as a part of their evauation.

GumBall and Hungry Squirrel lceAge
Disney Infinity Alien Story

Create your own story and animation.