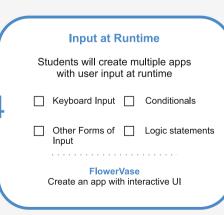


Module 1	Game Design and Basic App Development- GameLab	Module 2	G	ame Design s & UI/UX Design	Module 3	Computi	Physical ng with Hardware
	Basic App in GameLab		Game An	imation	Mobile	e App Devel	opment: AppLab
	ts learn basics of programming while designing simple and complex		Students learn animations		Students v	vill learn to cre	ate single screen apps
1 -	Drawing Tabs	5 -	Velocity	Counter Pattern		Designing screen with code	LED programming
	Creating Shapes Random Numbers		Collision Detection	Sprite Movement		Set & Get property	Event Handler
Snake C	Rainbow reate a game to generate new behaviour	Crea	Side Sc te a game with sir	roller mple player controls	Creat	Emotion I	
Ga	meLab: All about Graphics		SpaceTech S	imulations	Ada	afruit's Circu	it Playground
Stu	udents will learn graphic tools to improve app interface	Students will learn to build interactive space simulation apps.			Students will build apps using circuit playground as output		
2 -	Sprites Text Commands	6 -	Velocity	Counter Pattern		Input programming	Properties
	Sprite properties Toyt Branerties		Callinian	Conito Mayonant		Doord Events	Clidere & Chemen

/lachine app using AppLab it Playground ild apps using ind as output Properties Sliders & Change ☐ Board Events Sprite properties Text Properties Collision Sprite Movement events Solar System Gravity App Students will simulate the effect of Motorcycle App Create an app using circuit playground Create an app to understand the movements of celestial bodies gravity on free falling objects on different planets **Basic Animation Game Design Process Sensor Programming** Students learn to associate movements and Students will learn to design games Students will build apps via sensors input animations to various scenes using step by step game design guide ☐ Draw Loop Booleans Defining Paper Prototyping Analog sensor Functions & Logic components ☐ Sprite movement ☐ Conditionals ☐ Implemtation of ☐ Testing the final Sensor testing Screen Design prototype outcome **Animator App** HelpDaisy Emoji Race Plan and create an animated scene BunnyChef Design your own game as per the process Create your own multiplayer game **Utility App Input at Runtime**







Professional App Development	Professiona	I Арр	Development
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Students will learn to build and deploy apps

12	Project plan & design	Button Circuit
	Circuit & Logic	Sensor Event

Accelerometer Create a real world application