

Board/Authority Authorized Course Framework Template

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Course Name:

Grade:

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Learning Standards

Curricular Competencies	Content
<p><i>Students are expected to do the following:</i></p> <p>Programming:</p> <ul style="list-style-type: none">• Declare, access and change variables• Analyze provided code and alter to suit the specialized needs of a project• Write small classes from scratch that implement essential behaviors desired in game assets <p>Design:</p> <ul style="list-style-type: none">• Create and manipulate video game components within a game engine interface• Explore more advanced functionality of a game engine and demonstrate that functionality within a project• Visualize your expected outcome with a visual target• Write and regularly update a game design document outlining the elements of a project that provides direction and identifies key deliverables• Distinguish between desired features and essential features within a project that has an intended audience <p>Art:</p>	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none">• class creation within the context of a programming language and that classes require both variables and functions• structure of flow control statements including conditionals and loops• fundamental art elements such as form, line, color, space, texture, value and shape•

<ul style="list-style-type: none"> • Animate a character with multiple appendages • Develop a palette and aesthetic that reflects and builds upon atmosphere and theme • Demonstrate the effect of parallax and develop a multilayer parallax background • Create a tileset with tiles that wrap and connect seamlessly 	<p>program</p> <ul style="list-style-type: none"> • simple commands and functionality of a 2D game engine
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Big Ideas – Elaborations

Curricular Competencies – Elaborations

Content – Elaborations

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