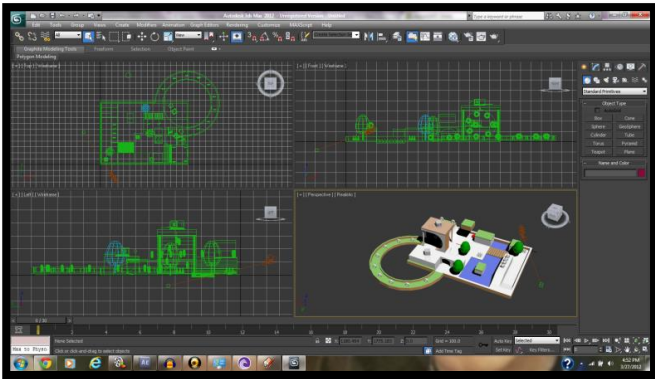# Video Game Design III

Prerequisite: Video Game Design II

Course:1274CT   Credits: 1   Length: 18 weeks   Placement: 11-12

Course Description

This course gives students the opportunity to dive further into game development in a mobile environment and provide them with the real world processes and systems used in the creation of games and simulations. Students will work in the Android and Java environments.

Student Activities

Students will develop games for the Android mobile environment. Students will learn how to program in the Java programming environment. Students will have the opportunity to work as an individual and as a part of a team to complete a working mobile gaming application.

Certificate of Excellence

Students can earn a Certificate of Excellence by achieving a specific list of real world skills related to this course. For the list of skills, please visit goo.gl/9VM3a9

Organizations/After School/Competitions

- o   Game Design Club
- o   Computer Science Students Association
- o   Business Professionals of America
- o   First FTC Robotics

Additional Considerations

Students must have successfully completed Video Game Design II, Algebra I and Geometry without modification. Advanced problem solving skills required.