

# CFISD Web Game Development

## Scope and Sequence

Course Description:

In this course, students will develop a comprehensive skill set in game design. Beginning with copyright basics and asset design in Photoshop, they will progress to exploring the history of the gaming industry and setting up WordPress websites. Shifting the focus, the class will delve into hands-on projects, including crafting classic games like 2D platformers and a 3D FPS game. Additionally, students will gain insights into the job market and augmented reality. This course effectively prepares students for exciting opportunities within the game design industry. (1 credits)

- Grades 11-12
- Required prerequisite: Web Design
- Satisfies advanced course requirement for Business & Industry endorsement.
- Lab supplies or fee may be required.

[TEKS](#)

Cluster: Arts, A/V Technology and Communication & Information Technology

Endorsement: Business & Industry

- Meets advanced course requirement (Y/N): Y
- Meets foundation requirement for math, science, fine arts, English, LOTE (Y/N-area): N

Industry Certification/Credentials: None

Instructional Units	Pacing
<b>1<sup>st</sup> Semester</b>	
<ul style="list-style-type: none"> <li>• Copyright/Ethics Overview</li> <li>• Basic Photoshop</li> <li>• History of Videogames</li> <li>• Basic WordPress</li> <li>• WordPress database management</li> <li>• Career Research in game industry</li> </ul>	1st grading pd
<ul style="list-style-type: none"> <li>• Unity overview</li> <li>• Pong Game</li> <li>• UI Design</li> <li>• Simple game physics</li> <li>• Powerup design</li> <li>• CubeFall Game</li> <li>• Asset design</li> <li>• Entry level coding in C#</li> <li>• Audio management</li> </ul>	2nd grading pd

Revised for Fall, 2023

2 <sup>nd</sup> Semester	
<ul style="list-style-type: none"><li>• 2d Platformer</li><li>• Mid-level coding in C#</li><li>• Advanced physics</li><li>• Simple AI</li><li>• Inventory system</li><li>• Multiple levels</li></ul>	3rd grading pd

<ul style="list-style-type: none"><li>• 3d FPS (first person shooter)</li><li>• Level design</li><li>• 3d physics</li><li>• 3d simple AI</li><li>• Camera setup</li><li>• Audio design in 3d</li></ul>	4 <sup>th</sup> grading pd
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