

CFISD Web Game Development

Scope and Sequence

Endorsement: Business and Industry

Cluster: Information Technology

Meets advanced course requirement? YES ▾

Program of Study: Web Development

Meets foundation requirement for math, science, fine arts, English, LOTE? NO ▾

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.

TEKS link

- 1 credit
 - Grades 11-12
 - Lab supplies or fee may be required
- **Required prerequisites:** Web Design

Industry Certification/Credential: None

TEA recognized IBC (to count toward program of study completion)? NO ▾

Instructional Units	Grading Period
• Copyright/Ethics Overview • History of Videogames • Basic Photoshop and basic WordPress • WordPress database management	N1 (fall)
• UI Design • Simple game physics and Asset design • Entry level coding in C# • Audio management	N2 (fall)
• Mid-level coding in C# • Advanced physics • Simple AI • Inventory system • Multiple levels	N3 (spring)
• 3d FPI (<i>First Person Interface</i>) • 3d Level Design, Physics, Simple AI • Virtual Camera Setup • 3d Audio Design	N4 (spring)

Primary Instructional Materials: N/A