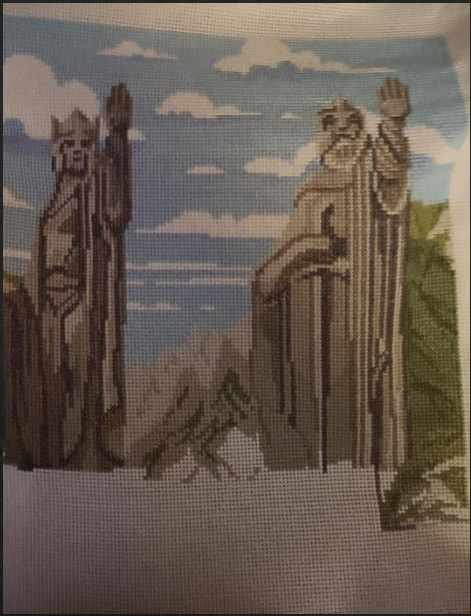


Game Design

Coach Heying



FULTON COUNTY SCHOOLS
INNOVATION
ACADEMY



About Me

- ◇ Sponsor of Technology Student Association
- ◇ Graduated from the University of Georgia
- ◇ From Marietta, GA
- ◇ Former Chemistry Teacher now IT Teacher
- ◇ I enjoy technology, video games, anime, and sci fi/fantasy media



GAME DESIGN

Unity Based Course
C#

Fall Semester	Spring Semester
Game Design Process (IT-GDAS-2)	Kinematics and Collisions in Video Games (IT-GDAS-5)
Unity Basics (IT-GDAS-3)	Character Controls and movements (IT-GDAS-7)
HUD Development and Basics of Animation (IT-GDAS-4 and IT-GDAS-7)	Powerups and Buffs (IT-GDAS-7)
Mathematical Reasoning in Video Games (IT-GDAS-4)	Capstone Project (IT-DGAS-10)

How to be Successful in Game Design?

- ◆ Communication with the teacher
- ◆ Focused work during class time
- ◆ Studying over the weekend for our weekly quizzes
- ◆ Utilizing Flex Friday if behind

◆ LATE WORK:

- ◆ Same number of days as absent to turn back in
- ◆ 10 points beyond that date
- ◆ Will be a 0 if not done by the end of the current 4.5 weeks (within reason)

End of Pathway Exam



- Test in April
- Topics on the Exam:
 - Animation
 - Asset management
 - Audio
 - Employment preparedness
 - Game art principles
 - Game design principles
 - Industry awareness
 - Lighting
 - Materials and effects
 - Physics
 - Programming
 - Project management
 - Services
- 100 questions in 90 minutes.
- Cut Score 70%
- I will be emailing out directions on how to apply for extended time accommodations in January

Support and Tutoring

- ◆ Office hours are by appointment from 8:15 – 8:45 am, Monday and Thursday. Email me at heyinz@fultonschools.org to set up a time. I will also have help sessions on non-Profession Development Fridays.
- ◆ Students are also welcome to stay after school to work on projects, but I am less likely to be able to sit and help with tutoring due to TSA.