

GAME DEVELOPMENT

This course will introduce your child to the gaming world. It will transform your child's perspective into that of a creator. As against simply playing games, children are able to develop games and apps of their own.



36 classes for children in 3rd-5th grade

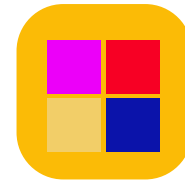
By the end of this course, students will be able to



Develop real-world mobile games with the required functionalities like scoring, timing, multiplayer etc.



Decode problems and solve puzzles



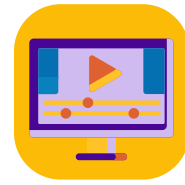
Understand the concept of Block-Based Programming



Understand the basics of programming to solve a given problem



Design the games by defining the goals and rules



Design animated stories which include multiple characters, scenes etc.



TOPICS COVERED

Conditional Statements

Events, Loops and Parallelism

Advanced Game Design

Sequences and Constraints

Variables

Logical Operators

CODING PLATFORM /TOOLS



SCRATCH

A visual Block-Based Programming tool developed by MIT



ANIMATIONS

Students will design and create animations with different functionalities such as:

- Compose Music
- Piano
- Story Narration



GAMES

Students will develop real-world games and basic applications such as:

- Maze game
- Fruit Ninja
- Ping Pong game
- Basketball

