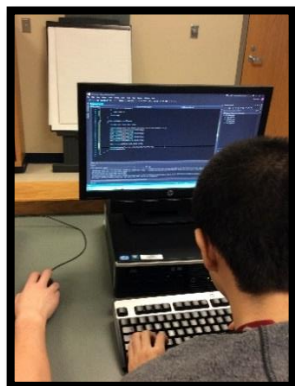


Video Game Design II



Prerequisite: Video Game Design I

Course: 1273CT

Credits: 1

Length: 18 weeks

Placement: 10-12

Course Description

Students will dive into the inner workings of a fully functional role-playing game (RPG) by customizing playable characters, items, maps, and chests and eventually applying customizations by altering and enhancing the core game code. Students will work in the Visual Studio C#, XNA Game Studio or Unity.

Student Activities

Students will apply programming skills in C#, XNA or Unity environments. Student will design, and implement game art and features. Students will design a variety of games and a completed project to showcase their game design and programming skills. Students will have the opportunity to work in teams in a variety of settings and publish their projects for others to play or view.

What's next?

If you want to be a **Game Developer** or **Game Designer**, then you should all consider taking these courses...

- Video Game Design III
- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Animations
- Graphics Design and Illustration

Visit Achieve Texas for more information on careers

<http://www.achievetexas.org/Information.htm>

Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- Technology Students Association
- UIL Computer Science



Additional Considerations

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