NPA Computer Games Development						
Date	Period 1	Period 2	Period 3	Period 4	Period5	Period 6
10 th June	Introduction to Games Development	Overview of Gaming Platforms	What is a Game?	History of video games	Practical work on boardgames or video games	Practical work on boardgames or video games
17 th June	Practical work on boardgames or video games	Practical work on boardgames or video games	Game Genres	Investigate Gaming Platforms	Practical work on boardgames or video games	Practical work on boardgames or video games
24 th June	Investigate games on different platforms	Investigate games on different platforms	Investigate games on different platforms	Investigate games on different platforms	Holiday	Holiday
12 th Aug	Holiday	Holiday	Holiday	Holiday	Comparison of gaming devices (input and output)	Comparison of gaming devices (input and output
19 th Aug	Outcome 1(a) – comparison of 2 gaming platforms	Outcome 1(a) – comparison of 2 gaming platforms	Investigate gaming devices (input and output)	Outcome 1(b) comparison of 2 input and 2 output devices	RPG maker VX ACE or Gamemaker 8.1 Tutorials	RPG maker VX ACE or Gamemaker 8.1 Tutorials
26 th Aug	Emerging Technologies	Identify backing store used in games consoles	Outcome 1(c) – 2 emerging technologies	Role of the Game designer	RPG maker VX ACE or Gamemaker 8.1 Tutorials	RPG maker VX ACE or Gamemaker 8.1 Tutorials
2 nd Sep	Investigate and classify game genres	Game Design Concepts – Narrative	Game Design Concepts - character	Game Design Concepts – level and environment design	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
9 th Sep	Game Design Concepts –	Game Design Concepts – flow	Game Design Concepts – user	External factors affecting games	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials

	gameplay and game mechanics	charts	interface	design – game ratings and health and safety		
16 th Sep	Assessment task 2(a) role and attributes	Game Rules	Creating a games design brief	Creating a games design brief	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
23 rd Sep	Narrative design – mindmaps, storyboards	Character Design	Level and environment design	Gameplay mechanics –rules and flowcharts	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
30 th Sep	Assessment task 2(b) 3 design elements	Assessment task 2(b) 3 design elements	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
7 th Oct	Student projects	Student projects	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
14 th Oct	Holiday	Holiday	Holiday	Holiday	Holiday	Holiday
21 st Oct	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
28 th Oct	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
4 th Nov	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
11 th Nov	Media Assets – Overview	Acquiring media assets	Identifying media assets for a brief Task 1(a)	Legal sources of media assets Task 1(c)	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
18 th Nov		Editing graphics	Editing graphics	3D graphics and	Serif Animation	Gamemaker

	formats)					
25 th Nov	Task 1 (b) –	Gamemaker 8.1	Gamemaker 8.1	Gamemaker 8.1	Serif Movieplus	Serif Movieplus
	comparison of 2	Tutorials	Tutorials	Tutorials		
	games					
2 nd Dec	Media Assets –	Serif Movieplus	Serif Movieplus	Media assets audio	Audacity	Garage band for
	Video					background music
9 th Dec	Game engines and	Task 2(a) – (c)	Task 2(a) – (c)	Creation of media	Sourcing, Creating	Sourcing, Creating
	or programming			and plan for	and editing media	and editing media
				student game	for game	for game
16 th Dec	Assessment Task	Assessment Task	Assessment Task	Assessment Task	Sourcing, Creating	Sourcing, Creating
	3(b) and (c)	3(b) and (c)	3(b) and (c)	3(b) and (c)	and editing media	and editing media
					for game	for game
6 th Jan	Creation of game in					
	chosen game					
-	engine or language					
13 th Jan	Creation of game in					
	chosen game					
	engine or language					
20 th Jan	Creation of game in					
	chosen game					
	engine or language					
27 th Jan	Creation of game in					
	chosen game					
	engine or language					
3 rd Feb	Creation of game in					
	chosen game					
	engine or language					

10 th Feb	Creation of game in					
	chosen game					
	engine or language					
17 th Feb	Creation of game in					
	chosen game					
	engine or language					
24 th Feb	Game Testing -	Game Testing –	Game Testing –	Changing the	Writing a review of	Promotional
	Theory	Practical	Practical	behaviour of 5	completed game	Activities
				objects		
3 rd March	How to use	Practical	How to design and	Promotional	Promotional	Promotional
	pageplus X4	Promotional	create a website	website	website	website
		activity				
10 th	Catch up time to					
March	write up or change					
	aspects of pupil					
	evidence	evidence	evidence	evidence	evidence	evidence
17 th	Catch up time to					
March	write up or change					
	aspects of pupil					
	evidence	evidence	evidence	evidence	evidence	evidence
24 th	Catch up time to					
March	write up or change					
	aspects of pupil					
	evidence	evidence	evidence	evidence	evidence	evidence
31 st	Catch up time to					
March	write up or change					
	aspects of pupil					
	evidence	evidence	evidence	evidence	evidence	evidence