

NPA Computer Games Development

Date	Period 1	Period 2	Period 3	Period 4	Period5	Period 6
10th 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
17th 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
24th June	Investigate games on different platforms	Investigate games on different platforms	Investigate games on different platforms	Investigate games on different platforms	Holiday	Holiday
12th Aug	Holiday	Holiday	Holiday	Holiday	Comparison of gaming devices (input and output)	Comparison of gaming devices (input and output)
19th 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
26th 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
2nd 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
9th 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		
16th 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
23rd Sep	Narrative design – mindmaps, storyboards	Character Design	Level and environment design	Gameplay mechanics –rules and flowcharts	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
30th 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
7th Oct	Student projects	Student projects	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials	Gamemaker 8.1 Tutorials
14th Oct	Holiday	Holiday	Holiday	Holiday	Holiday	Holiday
21st 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
28th 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
4th 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
11th 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
18th Nov	Media assets – graphics vector and bit mapped (file	Editing graphics with drawplus	Editing graphics with photoplus	3D graphics and animation	Serif Animation	Gamemaker Animation

