

## NPA Computer Games Development Level 6

Date	Period 1	Period 2	Period 3	Period 4	Period5	Period 6
10 <sup>th</sup> June	GD PPT 1 - Course Introduction	GD PPT 1 - Course Introduction	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	Board Game Practical Work	Board Game Practical Work
17 <sup>th</sup> June	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	Board Game Practical Work	Board Game Practical Work
24 <sup>th</sup> June	GD PPT 3 – Gaming Platforms	GD PPT 3 – Gaming Platforms	Programming – Catch the Clown – GM Studio 2	Refugee Week – Darfur is Dying – <a href="#">Click Here</a>	Holiday	Holiday
12 <sup>th</sup> Aug	Holiday	Holiday	Holiday	Holiday	Programming – Breakout - GM Studio 2	Programming – Breakout - GM Studio 2
19 <sup>th</sup> Aug	GD PPT 4 – Evolution of Games	GD PPT 4 – Evolution of Games	GD PPT 5 – Design Elements	GD PPT 5 – Design Elements	Board Game Practical Work	Board Game Practical Work
26 <sup>th</sup> Aug	GD PPT 5 – Design Elements	GD PPT 5 – Design Elements	Assessment - Games Design Outcome 1	Assessment - Games Design Outcome 1	Programming – Breakout - GM Studio 2	Programming – Breakout - GM Studio 2
2 <sup>nd</sup> Sep	GD PPT 6 – Game Proposal	GD PPT 6 – Game Proposal	Assessment - Games Design Outcome 2	Assessment - Games Design Outcome 2	Programming – Space Rocks - GM Studio 2	Programming – Space Rocks - GM Studio 2
9 <sup>th</sup> Sep	GD PPT 7 – Game Designer	GD PPT 7 – Game Designer	GD PPT 8 – Design Document	GD PPT 8 – Design Document	Programming – Space Rocks - GM Studio 2	Programming – Space Rocks - GM Studio 2







