

2018 Middle School Summer Engineering Technology Program

Video Game Design

Introduction of basic programming concepts in a friendly, dynamic environment, focusing on real-world concepts like C-style code syntax, vector mathematics, coordinate systems, and implementation of logic.

Offered: Week 1: June 11 - 15; Week 2: June 18 - 22; and Week 3: June 25 - 29

Coordinator: Ali Zilouchian, Ph.D.

Schedule:

Day	Activities
Monday	Intro to the most core concepts of 2D game programming. 2D vectors; Tour of the GameMaker software interface; Relationships between speed, direction, location, and time; Work-Along demonstration of a simple demo program.
Tuesday	Guide students through the process of making their first game, a "Pong" style arcade game. Designing how the game will work; Creating custom sprites by hand; Managing collisions, player input, and other events; Playing sounds; Keeping score.
Wednesday	Guide students through the process of making a more elaborate game, a WWII-themed vertical scrolling arcade shooter. Designing how the game will work; Importing premade sprites and animations; Artificial intelligence Scrolling 3D backgrounds; Random number generation; Random world generation.
Thursday	Guide students as they design and begin prototyping original games of their own designs. Keeping designs realistic; Drawing inspiration from other popular games.
Friday	Help students finish their games and share them. Everyone demonstrates their games to the class; Discussion on how games could be improved and expanded; How to learn more about programming; Basic intellectual property concepts, copyrights, and the pros and cons of open source licenses.

Camp instructors will provide all resources required to participate, but students can bring materials of their own to get the most out of the camp.

- **Laptop:** GameMaker is not intense software and does not require an expensive computer to run. Nearly any laptop running Windows 7, 8, or 8.1 will work, as long as the student is able to install the software. *Mac is not supported and will not be usable in this camp.*
- **USB Drive:** Students who don't bring laptops will be working on school computers that get automatically wiped at the end of the day. Students are encouraged to bring USB drives they can save their work to.