

2018-19 Year 2 Game Design Schedule

CTE LEADERSHIP	MONTH WEEK 1	MONTH WEEK 2	MONTH WEEK 3	MONTH WEEK 4
September 1. 2.	WEEK 1 INTRO Wed: Pictures, YuGiOh Card, Social Media Contract, Google Form Thurs: Social Media Sites Fri: Blogs and Publishing	WEEK 2 Unit 9 - Constructs of Games Mon: Start Unit 9 Tues: Wed: Thurs: Fri:	WEEK 3 Unit 9 - Constructs of Games Mon: Tues: Wed: Thurs: Fri:	WEEK 4 Unit 9 - Constructs of Games Mon: Tues: Wed: Thurs: Fri:
October 3. 4.	WEEK 5 Unit 10 - Camera & Lighting Mon: Start Unit 10 Tues: Wed: Thurs: Fri:	WEEK 6 Unit 10 - Camera & Lighting Mon: Tues: Wed: Thurs: Fri: NO SCHOOL	WEEK 7 Unit 10 - Camera & Lighting Mon: Tues: Wed: Thurs: Fri:	WEEK 8 Unit 10 - Camera & Lighting Mon: Tues: Wed: Thurs: Fri:
November 5. 6.	WEEK 9 Unit 10 - Camera & Lighting Mon: Tues: Wed: Thurs: Fri:	WEEK 10 Unit 11 - Sound & Audio Mon: Unit 10 Completed Tues: Start Unit 11 Wed: Thurs: Fri:	WEEK 11 Unit 11 - Sound & Audio Mon: Tues: Wed: Thurs: Fri: NO SCHOOL	WEEK 12 Unit 11 - Sound & Audio Mon: Tues: Wed: Thurs: Fri: NO SCHOOL NO SCHOOL NO SCHOOL
Nov./December 7.	WEEK 13 Unit 11 - Sound & Audio Mon: Tues: Wed: Thurs: Fri: Unit 11 Completed	WEEK 14 Unit 12 - Strategic Game Dev. Mon: Start Unit 12 Tues: Wed: Thurs: Fri:	WEEK 15 Unit 12 - Strategic Game Dev. Mon: Tues: Wed: Thurs: Fri:	WEEK 16 Unit 12 - Strategic Game Dev. Mon: Tues: Wed: Thurs: Fri: NO SCHOOL NO SCHOOL NO SCHOOL
January 8. 9.	WEEK 16 Continued... Unit 12 - Strategic Game Dev. NO SCHOOL NO SCHOOL NO SCHOOL Thurs: Fri:	WEEK 17 Unit 13 - Quality & Functionality Mon: Unit 12 Completed Tues: Start Unit 13 Wed: Thurs: Fri:	WEEK 18 Unit 13 - Quality & Functionality Mon: Tues: Wed: Thurs: Fri:	WEEK 19 Unit 14 - Versioning & Release NO SCHOOL Tues: Unit 13 Completed Wed: Start Unit 14 Thurs: Fri:
Jan./February 10. 11.	WEEK 20 Unit 14 - Versioning & Release Mon: Tues: Wed: Thurs: Fri:	WEEK 1 Unit 14 - Versioning & Release Mon: Tues: Wed: Thurs: Fri:	WEEK 2 Unit 14 - Versioning & Release Mon: Tues: Wed: Thurs: Fri:	WEEK 3 Unit 14 - Versioning & Release NO SCHOOL NO SCHOOL Wed: Thurs: Unit 14 Completed Fri: Start Unit 15

Feb./March 12. 13.	WEEK 4 Unit 15 - Pre-Production Mon: Start production cycle 2 Tues: Wed: Thurs: Fri:	WEEK 5 Unit 15 - Pre-Production Mon: Tues: Wed: Thurs: Fri:	WEEK 6 Unit 15 - Pre-Production Mon: Tues: Wed: Thurs: Fri: Pre-production completed	WEEK 7 Unit 16 - Production Mon: Start production Tues: Wed: Thurs: Fri:
March/April 14. 15.	WEEK 8 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri: Pause production on cycle 2	WEEK 9 Unit 15 - Pre-Production Mon: Start production cycle 3 Tues: Wed: Thurs: Fri: Pre-production Completed	WEEK 10 Unit 16 - Production Mon: Start production Tues: Wed: Thurs: Fri:	WEEK 11 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri:
May 16. 17.	WEEK 12 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri:	WEEK 13 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri: Production Completed	WEEK 14 Unit 17 - Post-Production Mon: Start post-production Tues: Wed: Thurs: Fri: Post-production Completed	WEEK 15 Unit 16 - Production Mon: Continue cycle 2 project Tues: Wed: Thurs: Fri:
May/June 18. 19. 20.	WEEK 16 Unit 16 - Production NO SCHOOL Tues: Wed: Thurs: Fri:	WEEK 17 Unit 17 - Post-Production Mon: Production Completed Tues: Start Post-production Wed: Thurs: Fri:	WEEK 18 Unit 17 - Post-Production Mon: Tues: Wed: Thurs: Fri:	WEEK 19 Unit 17 - Post-Production Mon: Post-prodcution Completed Tues: Evaluation SUMMER VACATION

CTE FRAMEWORKS UNITS

Unit	Hours
Unit 9: Constructs of Game Design	15
Unit 10: Principles of Cameras and Lighting in Game Environments	25
Unit 11: Principles of Sound and Audio for Gamers	15
Unit 12: Strategic Game Development Techniques and Concepts	15
Unit 13: Principles of Quality & Functionality Assurance in Game Development	10
Unit 14: Principles of Versioning and Game Release	20
Unit 15: Pre-production (Year 2)	20
Unit 16: Production (Year 2)	40
Unit 17: Post-production (Year 2)	20
YEAR TWO TOTAL	180