

Game Design 1A		Scope and Sequence
Unit	Lesson	Objectives
<b>Unit 1</b>	Games and Gameplay	
	Video Games: A Historical Reboot	
	What is Game Design?	
	Into the Nitty-Gritty	
	Let's Make a Game!	
<b>Midterm</b>	Midterm	
	Midterm Reflection	
<b>Unit 2</b>	Programming Concepts	
	Level Design	
	Art Production in 2D and 3D Games	
	Balancing and Ramping Gameplay	
	Marketing Your Game	
<b>Final Exam</b>	Final Exam	
	Final Exam Reflection	