2018-19 Year 2 Game Design Schedule

CTE LEADERSHIP	MONTH WEEK 1	MONTH WEEK 2	MONTH WEEK 3	MONTH WEEK 4
September	WEEK 1	WEEK 2	WEEK 3	WEEK 4
- 1	INTRO	Unit 9 - Constructs of	Unit 9 - Constructs of Games	
Ι.		Games		Games
2.	Wed: Pictures, YuGiOh		Mon:	
	Card, Social Media	Mon: Start Unit 9	Tues:	Mon:
	Contract, Google Form	Tues:	Wed:	Tues:
	Thurs: Social Media	Wed:	Thurs:	Wed:
	Sites	Thurs:	Fri:	Thurs:
	Fri: Blogs and	Fri:		Fri:
	Publishing			
October	WEEK 5	WEEK 6	WEEK 7	WEEK 8
	Unit 10 - Camera &	Unit 10 - Camera &	Unit 10 - Camera & Lighting	Unit 10 - Camera &
3.	Lighting	Lighting		Lighting
ŀ			Mon:	
	Mon: Start Unit 10	Mon:	Tues:	Mon:
	Tues:	Tues:	Wed:	Tues:
	Wed:	Wed:	Thurs:	Wed:
	Thurs:	Thurs:	Fri:	Thurs:
	Fri:	NO SCHOOL		Fri:
November	WEEK 9	WEEK 10	WEEK 11	WEEK 12
	Unit 10 - Camera &		Unit 11 - Sound & Audio	Unit 11 - Sound & Audio
5.	Lighting			
5.	88	Mon: Unit 10 Completed	Mon:	Mon:
	Mon:	Tues: Start Unit 11	Tues:	Tues:
	Tues:	Wed:	Wed:	NO SCHOOL
	Wed:	Thurs:	Thurs:	NO SCHOOL
	Thurs:	Fri:	NO SCHOOL	NO SCHOOL
	Fri:			
Nov./December	WFFK 13	WEEK 14	WEEK 15	WEEK 16
	Unit 11 - Sound & Audio		Unit 12 - Strategic Game	Unit 12 - Strategic Game
7.		Dev.	Dev.	Dev.
•	Mon:			
	Tues:	Mon: Start Unit 12	Mon:	Mon:
	Wed:	Tues:	Tues:	Tues:
	Thurs:	Wed:	Wed:	NO SCHOOL
	Fri: Unit 11 Completed	Thurs:	Thurs:	NO SCHOOL
		Fri:	Fri:	NO SCHOOL
lanuary	WEEK 16 Continued	WEEK 17	WEEK 18	WEEK 19
anuar y	Unit 12 - Strategic Game	Unit 13 - Quality &	Unit 13 - Quality &	Unit 14 - Versioning &
3.	Dev.	Functionality	Functionality	Release
).	Dev.	runctionanty	Functionality	Kelease
	NO SCHOOL	Mon: Unit 12 Completed	Mon:	NO SCHOOL
	NO SCHOOL	Tues: Start Unit 13	Tues:	Tues: Unit 13 Completed
	NO SCHOOL	Wed:	Wed:	Wed: Start Unit 14
	Thurs:	Thurs:	Thurs:	Thurs:
	Fri:	Fri:	Fri:	Fri:
on /Fabrer				
Jan./February	WEEK 20	WEEK 1	WEEK 2 Unit 14 Noncioning &	WEEK 3
0.	Unit 14 - Versioning &	Unit 14 - Versioning &	Unit 14 - Versioning &	Unit 14 - Versioning &
10. 11.	Release	Release	Release	Release
11.	Mon	Mon	Mon	NO SCHOOL
	Mon:	Mon:	Mon.	NO SCHOOL
	Tues:	Tues:	Tues.	NO SCHOOL
	Wed:	Wed:	Wed:	Wed:
	Thurs: Fri:	Thurs: Fri:	Thurs: Fri:	Thurs: Unit 14 Completed Fri: Start Unit 15
			Level •	Brit Stort Unit 15

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

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	10
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