

## Varsity College Year 10 Digital Solutions – Semester 2, 2024

Week	Date	Topics	Assessment
1	8-12 July Athletics Carnival - Wed	<ul style="list-style-type: none"> <li>Core coding concepts: sequence, selection, iteration and variables</li> <li>Pseudocode and flowcharts</li> </ul>	
2	15-19 July	<ul style="list-style-type: none"> <li>Course overview, importance of game design, and core elements (mechanics, story, aesthetics)</li> <li>Game development lifecycle and exploration of game genres and categories</li> </ul>	
3	22-26 July GC24 - Thursday	<ul style="list-style-type: none"> <li>In-depth exploration of game mechanics (movement, interaction) and setting game rules and objectives</li> <li>Basics of GDScript: introduction, writing, and running simple scripts</li> <li>Creating a simple game project with basic player controls and handling user input</li> </ul>	
4	29 Jul- 2 Aug	<ul style="list-style-type: none"> <li>Designing game worlds in Godot: creating tilemaps, adding assets, and using the TileMap node</li> <li>Advanced level design techniques, environmental storytelling, playtesting, and iteration</li> </ul>	
5	5-9 August	<ul style="list-style-type: none"> <li>Basics of character creation, roles, and archetypes</li> <li>Character creation in Godot: importing assets, creating, and managing animations</li> </ul>	
6	12-16 August GC24 Finals – Wed.	<ul style="list-style-type: none"> <li>Creating UI in Godot: using Control nodes, designing HUDs</li> <li>Basics of audio design (music, sound effects, voice)</li> </ul>	
7	19-23 August	<ul style="list-style-type: none"> <li>Advanced scripting in Godot: signals, callbacks, custom scripts, and reusable code</li> <li>Finalizing game projects, incorporating feedback from playtesting</li> </ul>	<b>Submission of assessment folio Lesson 3</b>
8	26-30 August	<ul style="list-style-type: none"> <li>Final presentations: showcasing games, receiving feedback, and discussing future improvements</li> </ul>	
9	2-6 September	<ul style="list-style-type: none"> <li>Continued development, refinement, troubleshooting and playtesting</li> </ul>	
10	9-13 September	<ul style="list-style-type: none"> <li>Continued development, refinement, troubleshooting and playtesting</li> </ul>	
<b>School holidays: Saturday September 14 – Sunday September 29</b>			
1	30 Sept – 4 Oct	<ul style="list-style-type: none"> <li>Introduction to PHP and Its Role in Web Development</li> <li>Basic PHP Syntax, Variables, and Control Structures</li> <li>Handling Forms with PHP</li> </ul>	
2	7-11 October King's B'day PH - Monday	<ul style="list-style-type: none"> <li>Introduction to Databases and Relational Models</li> <li>Setting up a MySQL Database</li> <li>Basic SQL Queries: SELECT, INSERT, UPDATE, DELETE</li> </ul>	
3	14-18 October	<ul style="list-style-type: none"> <li>Introduction to Bootstrap and Responsive Design Principles</li> <li>The Bootstrap Grid System</li> </ul>	
4	21 - 25 October	<ul style="list-style-type: none"> <li>Bootstrap Components: Navbars, Cards, Buttons, Forms</li> <li>Integrating Godot Content with a Responsive Bootstrap Layout</li> </ul>	
5	28 Oct – 1 Nov	<ul style="list-style-type: none"> <li>Dynamic Data Display with PHP and SQL in a Bootstrap Interface</li> <li>Handling User Interactions and Data Processing</li> </ul>	
6	4-8 November	<ul style="list-style-type: none"> <li>Complete and polish the integrated project</li> <li>Comprehensive testing</li> </ul>	
7	11-15 November	<ul style="list-style-type: none"> <li>Complete and polish the integrated project</li> <li>Comprehensive testing</li> </ul>	<b>Submission of assessment folio Lesson 1</b>
8	18-22 November	<b>EXAM BLOCK</b>	
<b>School holidays: Saturday November 23 – Monday January 27</b>			

