



Microsoft Game Development

The Kodu Game Lab used in this class is a programming environment aimed at younger kids that is specifically designed for creating playable games. Users construct programs using visual elements via their pc, and programs are executed in a 3D simulation environment.

This class promotes problem solving skills, reasoning and deduction, It builds the students' confidence and interest in computer programming as they see their ideas come to life on their computer screen. If your child likes Minecraft, they will love Kodu.

Note : We have to get Kodu Game Controllers

Lesson Number	Activity for the day and student expectation
Lesson 1	<ul style="list-style-type: none"> ● Install and Practice <ul style="list-style-type: none"> - Learn how to Install and working on Kodu ● Create a New World <ul style="list-style-type: none"> - Learn about Toolbar options and Mouse Skills ● Characters <ul style="list-style-type: none"> - Understand how to add Characters and objects to Kodu ● Saving Your World
Lesson 2	<ul style="list-style-type: none"> ● Making a Game of Two <ul style="list-style-type: none"> - Expanding to make a Two Player Game ● Programming <ul style="list-style-type: none"> - Adding a Second Character and decide how they will Interact - Learn about Scaling which helps to Growing and shrinking Objects

	<ul style="list-style-type: none"> ● Testing <ul style="list-style-type: none"> - Make sure You Should be able to move Kodu Keys
Lesson 3	<ul style="list-style-type: none"> ● Finishing the Game <ul style="list-style-type: none"> - Checking Your Kodu Program how its working ● Adding a Timer <ul style="list-style-type: none"> - Learn about how the timer works and the function of Black(large)Kodu ● Adding a Score System <ul style="list-style-type: none"> - Understand the Scoring System and Try out your Game ● Conditional Statements <ul style="list-style-type: none"> - Make Sure a condition is occur to cause a reaction ● Start Mini “Golf” Game <ul style="list-style-type: none"> - Using Basics of Kodu and build your first game
Lesson 4	<ul style="list-style-type: none"> ● Finishing Mini “Golf”Game <ul style="list-style-type: none"> - Using “Load World” test your game and finish ● Adding Walls <ul style="list-style-type: none"> - Understand how this function working ● Castle Game <ul style="list-style-type: none"> - Create an icy world - Learn about Missile and Rover and how it works on icy world - Test and Play your game and win
Lesson 5	<ul style="list-style-type: none"> ● Game history <ul style="list-style-type: none"> - Know more about hand-held devices to Computers-Electronics ● Lane Creation <ul style="list-style-type: none"> - Understand the tools of Camera, Ground Brush and their functions ● The Puck Programming <ul style="list-style-type: none"> - Learn how to add Puck object and Play the game and Save it
Lesson 6	<ul style="list-style-type: none"> ● Perspectives

	<ul style="list-style-type: none"> - Understand how view points followed by camera • Making a Maze <ul style="list-style-type: none"> - Using Walls and Characters to create a Maze • Testing a Maze
Lesson 7	<ul style="list-style-type: none"> • Racing Game <ul style="list-style-type: none"> - Creating a new world - Add objects, characters and Tools - Getting Objects to move based on input • Starting Your Mini Projects
Lesson 8	<ul style="list-style-type: none"> • Testing Your Mini Project • Presenting your Game • Working on Your Projects
Lesson 9	<ul style="list-style-type: none"> • Project Presentation • Spaceship Games
Lesson 10	<ul style="list-style-type: none"> • Test • Start a New Game
Lesson 11	<ul style="list-style-type: none"> • Building a Maze Game • Paths • Programming Characters
Lesson 12	<ul style="list-style-type: none"> • Community Games • Continue work on your Projects
Lesson 13	<ul style="list-style-type: none"> • Continue work on your Final Projects using SDLC
Lesson 14	<ul style="list-style-type: none"> • Continue work on your Final Projects using SDLC
Lesson 15	<ul style="list-style-type: none"> • Finishing Project and Preparing for Presentation
Lesson 16	<ul style="list-style-type: none"> • Presentation