Mondays

Brainstorming days: design team plans, contests, etc.

Tuesdays

Club meetings: group discussions and sharing, and then presenting to the whole program

Wednesdays

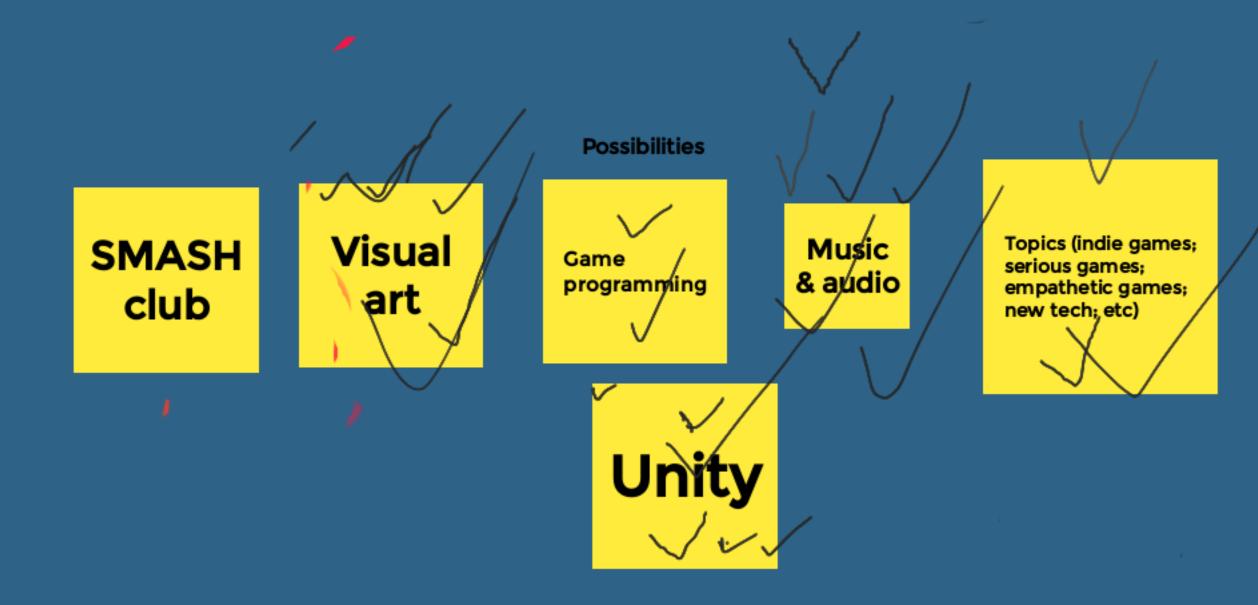**Personal project focus: share your own work and get feedback**

Thursdays

Club meetings: group discussions and sharing, and then presenting to the whole program

Fridays

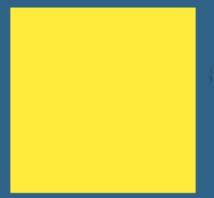**Showtime! Design team progress, contests, etc.**

Weekly reports: upload a doc to Classrooms, detailing your week's accomplishments

Types of clubs (2 members minimum)

Character Art

SMASH club

Visual art

Possibilities

Game programming

Music & audio

Topics (indie games; serious games; empathetic games; new tech; etc)

Unity

Animation

Weekly contests

Medals

Winner chooses next contest

naruto-kun ナルト

Based on theme/topic?

Based on media type (character art, audio recording, etc.) ?
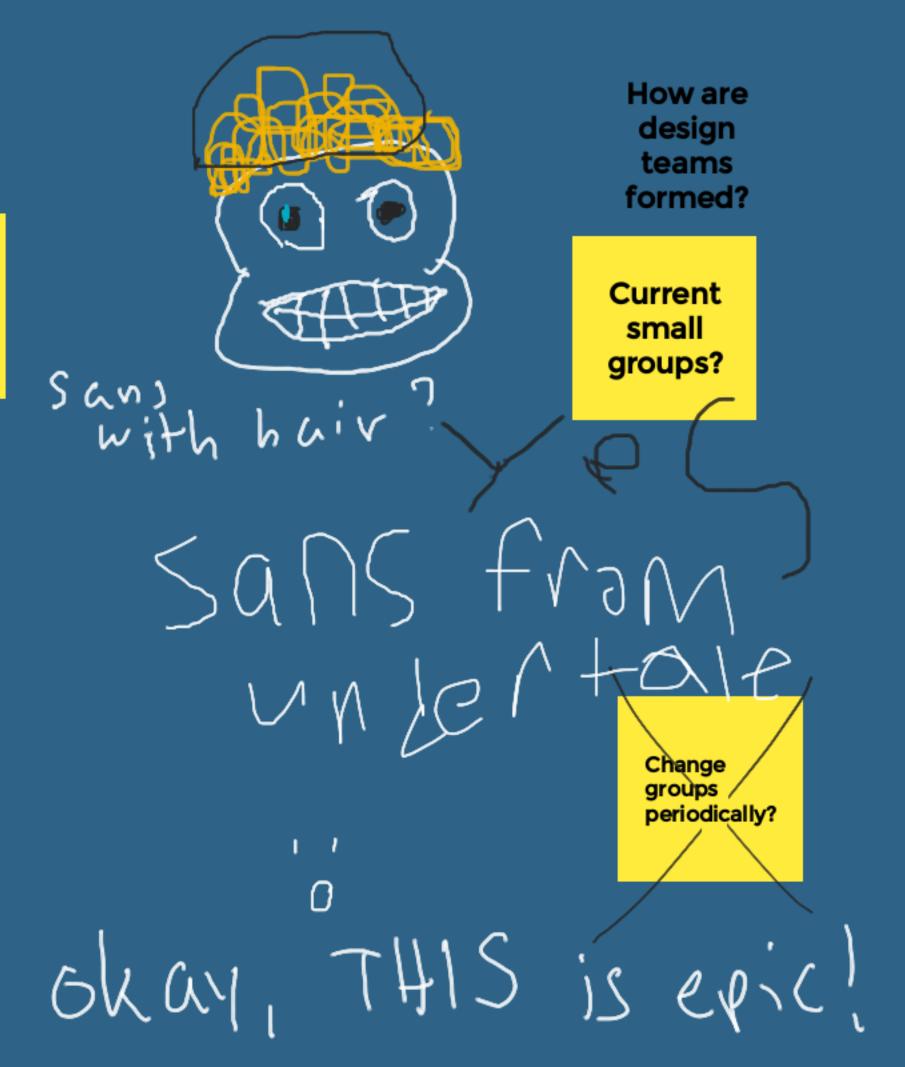
Based on game concept (drawn prototype) ?

Team projects

Goals

Intensifying characters (animations, voices, etc.)

Intensifying storylines (character relationships, dialogue, backstories, relatable game moments)

Intensifying features (NPCs, shops, open-world RPG, stats)

How are design teams formed?

Current small groups?

How long do these projects last?

2 weeks for first deadline

Change groups periodically?

sans with hair? Yes

sans from undertale

okay, THIS is epic!

sans w/ no brim

Week 2　　　　　　　Week 3　　　　　　　Week 4　　　　　　　Week 5　　　　　　　Week 6

Group project 1

Group project 2

Personal project

Options for
the rest of this
first week

Work with
current team
to develop a
game concept
(due Monday
morning)?

Work individually to
create a new
character (present
Monday morning)?