

Group 1: Zach,
Christian,
Miguel, Maria

Figure out
what kind of
music fits
certain types
of games

Learn how to
make good
character
designs

Learn tips
about drawing
with pixels

Weekly challenges (
make a game / build
story with a
character with a
picture and
background)

art design
competition

Focus on more
personal
music and art

Group 2:
Andrej, Oscar,
Jonathan, Mel,
Andy

storyline /
branching
paths,
decisions
affect
outcome

ave

a game that is
visually
appealing or
has fire music



big  floppa

Group 3:
Kenny, Matt,
Amaris,
Jeremiah

**Introduction
to Construct 2
Outside of
ASM**

**Have small
assignments over
the weeks but one
main focus personal
project, during the
whole summer
program.**

**Each week should
be taught a
different program
(construct
2/piskel/etc.), final 2
weeks should be on
personal project**

**Group
projects
and solo
projects**

**Brainstorm possible
ideas for the
personal project to
be based around.
(Personal project
doesn't start till the
next week is due
until a group
decided date)**

Group 4:
Nathan,
Jocelyn,
Shreyas, Koda

Have some
good ol boss
music

Don't
make fun
of others
ideas

share Da
Air (let
everyone
pitch in)

Some of us could
work on specific parts
of the game like
programming/art/mus
ic to spread out
workload

Gotta have
them graphics
too

Swing

Shreyas totally
did not forget
to add stuff.