

Programme description	This is a level 2 Arcade Game Development course with a large programming element. This is a technically challenging course designed for students who have completed a programming course at level 1 and who enjoy coding.		
Content	<p>Students will spend most of the year developing an arcade style game. They will write the code that drives the game. They will design and create the graphical and sound assets used in the game.</p> <p>Students will create a unique arcade game that they can use to demonstrate design and coding skills during job interviews or other situations.</p> <p>Students will learn to design for people and use user experience methodologies to improve their designs.</p> <p>In this course we focus on fewer credits done well. We will be creating a project that we are proud of, learn resilience, learn to plan a large project and develop our problem solving skills.</p>		
Prerequisites	Students need solid foundational programming knowledge, including the use of arrays or lists and, the use of functions. Students may code in different languages from the course language of Python, what is important is that they understand the concepts.		
Required	<p>Access to a computer with Python 3 installed. Access to a computer where they can install the required python libraries (arcade). Student's own laptop recommended.</p> <p>Python is free to download from www.python.org/downloads/</p>		
Assessment	The projects completed through the year will cover the requirements for 1 external and 3 internal standards. The course offers 16 credits at level 2.		
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Standards		When assessed	Type	Credit value
AS91891 v1	Level 2: 2.2 Apply conventions to develop a design for a digital technologies outcome	End of term 1	I	3
AS91893 v1	Level 2: 2.4 Use advanced techniques to develop a digital media outcome	First week of term 3	I	4
AS91896 v1	Level 2: 2.7 Use advanced programming techniques to develop a computer program	First week of term 3	I	6
AS91898 v1	Level 2: 2.9 Demonstrate understanding of a computer science concept	Second week of term 4	E	3

I = Internally Assessed | E = Externally Assessed