

# SKILLS BOOTCAMPS IN SESSIONS SCHEDULE

# GAME DEVELOPMENT

08 APR → 23 AUG

[APPLY](#)

## WEEK 1

Introduction to Skills Bootcamp	08•APR•24 10am - 1pm
What's game development and is it for you?	08•APR•24 2pm - 5pm
Developer roles and how they work together	09•APR•24 10am - 1pm
Development phases and process	09•APR•24 2pm - 5pm
Business of Games: <i>models, roles, relationships &amp; responsibilities</i>	10•APR•24 10am - 1pm
What happens to a game when it's finished?	10•APR•24 2pm - 5pm

## WEEK 2

History of Games	15•APR•24 10am - 5pm
Where do ideas come from?	16•APR•24 10am - 1pm
How does an idea become a game idea?	16•APR•24 2am - 5pm
Games Production: the development cycle	17•APR•24 10am - 1pm
Business and marketing plan: <i>define USPs</i>	17•APR•24 2pm - 5pm

## WEEK 3 CHOICE 1: DESIGN

Concept Documents & Mood Boards	22•APR•24 10am - 1pm
Game Bibles	22•APR•24 2pm - 5pm
Lore and Setting: crafting believable worlds	23•APR•24 10am - 1pm
Typical sections in a design document	23•APR•24 2pm - 5pm
Fleshing out an idea into a workable design	24•APR•24 10am - 1pm
Making everything fit together	24•APR•24 2pm - 5pm

## WEEK 3 CHOICE 2: PROGRAMMING

Working with artists and designers	22•APR•24 10am - 1pm
Coding standards, writing clean code	22•APR•24 2pm - 5pm
The architecture of a typical game	23•APR•24 10am - 1pm
Designing and building useable systems	23•APR•24 2pm - 5pm
User experience: <i>refining code to make better games</i>	24•APR•24 10am - 1pm
Debugging tactics & working with bug databases	24•APR•24 2pm - 5pm

## WEEK 3 CHOICE 3: ART

Building a mood board	22•APR•24 10am - 1pm
Using concept art: <i>to design the look and feel of a game</i>	22•APR•24 2pm - 5pm
From concept to asset: <i>model construction and stylisation</i>	23•APR•24 10am - 1pm
Calculating needs of the game: <i>scale, material sizes, etc.</i>	23•APR•24 2pm - 5pm
Environmental art and world building	24•APR•24 10am - 1pm
Characters, creatures and animation	24•APR•24 2pm - 5pm

## WEEK 4

Building a Team	29•APR•24 10am - 1pm
Deciding Scope	29•APR•24 2pm - 5pm
Creating Milestones & Building a Schedule	30•APR•24 10am - 1pm
How to meet milestones and finish your game	30•APR•24 2pm - 5pm
Project concept introduction: <i>outline, assets &amp; design template</i>	01•MAY•24 10am - 1pm
Guided project planning	01•MAY•24 2pm - 5pm

## WEEKS 5-16

Video Game Development: Making your game **W/C 04•JUN•24**

This schedule is still under development, dates are subject to change. You will be notified about final dates before the start of this Skills Bootcamp.