

**Digital Media Academy
Flash Scripting for Game Design
Course Outline**

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:30 AM	Organized off campus activities (for youth)	Breakfast for overnights (7:30-8:30 AM)					Organized off campus activities (for youth)	
8:00 AM		Commuter Registration	Classroom Open					
8:30 AM		Course Intro	Review & Questions	Review & Questions	Review & Questions	Review & Questions		
9:00am		Flash Primer	Basic Game Beginnings	Planning and Gathering	Project Work	Project Work		
9:30am								
10:15am		Break						
10:30am		Drawing	Basic Game Build	Game Engine	Project Work	Project Work		
11:00am								
11:30am		LUNCH						
Noon		LUNCH		LUNCH		LUNCH		
1:00pm		Animation	Basic Game Finishing	LUNCH		Project Work		Project Work
1:30pm								
2:00pm				Game Engine Continued				
2:30pm								
3:00pm	Break							
3:15pm	Registration and check-in for overnights	Visual Elements and ActionScript	Adding Sound	Game Build Outline	Project Work	Project Work		
4:00pm								
4:30pm								
5:00pm	Dinner for overnights	Home for the day or back to the dorm						
5:30pm		Dinner for overnights						
6:00pm	Orientation							
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities				Dinner and a movie for those staying Friday night		
7:00pm								
7:30pm								
8:00pm								
8:30pm								
9:00pm								
9:30pm								