

**Digital Media Academy**  
**Game Programming with C++ - Advanced**  
**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			Review & Questions	Review & Questions	Review & Questions	Review & Questions	Review & Questions	
9:00am		BACK TO BASICS Review Variables and Conditions	GETTING GRAPHIC 2D Coordinate System	GETTING AROUND Sprite Movement	SMART SILICON Artificial Intelligence	FINAL PROJECT Program player		
9:30am								
10:15am		Break						
10:30am		GOING LOOPY Review While & For Loops	LETTERING Text & Messages	BECOMING ANIMATED Animations	BY DESIGN Game Programming Design	FINAL PROJECT Program Enemies & Explosions		
11:00am								
11:30am								
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH		
1:00pm								
1:30pm		TOUCH OF CLASS Review Functions, Introduce Objects & Classes	PRETTY PICTURES Sprites		ONE SMALL STEP Program Avalanche Mini-Game	FINAL PROJECT Program sound effects, music and scoring system		
2:00pm								
2:30pm				SOUND & FURY Sound Effects & Music				
3:00pm	Break							
3:15pm	Registration and check-in for overnights	MORE CLASS Classes & Objects Cont	TAKING INPUT Reading the Keyboard & Mouse	HIT & RUN Collisions & Sprite Interactions	BEST LAID PLANS Design Final Project: SWARM!	Show and Celebration		
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								