

<h2 style="text-align: left; margin: 0;">Learning Plan</h2> <p style="margin: 0;">Student: Logan Simic                      Year: 11                      Term: 1                      Date: 10.3.25</p> <p style="margin: 0;">Advisor: Marc Chesterfield</p>								
Topic for this term: Game Development					<b>My Deep Driving Question:</b> How can I design an engaging and balanced game play experience that challenges players while maintaining an immersive narrative and environment?			
Timeline	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9 - Exhibition
<b>My broad focus questions for this project</b>	Indicate which of the learning goals are addressed in your broad focus questions. Tick or describe.	What am I going to show at my exhibition? (What I did? How I did it? What I learnt?)						
	Communication	Social Reasoning	Knowing how to learn	Quantitative Reasoning	Empirical Reasoning	Personal Qualities		
What makes a good first person shooter?	I will create a survey to circulate ideas and questions from our Advisory and then our Academy	I will look back in history to discover the most successful FPS and find out why they were popular	Knowing what I need to include to be successful is important	I've got a problem that involves FPS and I need to solve it. I'll need to use my mathematical reasoning to think through this	Computer science has developed really quickly over the past 20 years. FPS are now online and always updating.	I don't want to compare with Independent games, I want to embrace what they have done and what they have achieved.		
What is the history of first person shooters?		I need to look back in the archives and discover what was successful and why	I need to know where to find this information.					
What will I use as inspiration for my game?	Style of UltraKill is a style I want to let myself be inspired by					I will make sure I can personalize this style and make it unique.		
What is my favourite FPS game, and why?			When finding out, I need to consider what goes into a good video game.			What makes me unique is my love of video games my personal preferences.		

What game engine will I use, and why?			I need to know several options and I have a fair idea already		Game engines have certain capabilities so I'll need to be doing a series of tests and coming up with hypothesis		
What is a new skill I am going to learn?			Once I have my goals set out for what I want to do, I will pursue them by being open-minded and also taking my time.			During the game development process, I will learn more about the game engine of choice, programming, and environmental storytelling.	
How will I keep players attention?	I will have a survey that will get information from players.	I will look into how other games hook players, and also see why it hooks players.			I will experiment with different forms of attention grabbing, and see if they work.	I will try and find what I find to be attention grabbing, and use that to improve the game.	
Will the game incorporate enemy AI, or will it only use multiplayer?			I will look through Documentation on this topic, and learn from it.	Enemy AI will need to utilize math to calculate positioning.			
Can the game make a social statement?		I will research about certain social issues in the world, and see if this game can make a statement.				I will have to make sure any information I say in this game is accurate to what I actually think. How my game portrays something can be misinterpreted.	
<b>Resources</b> List all the places, people and sources of information I explored to enrich my learning.							
	Communication	Social Reasoning	Knowing how to learn	Quantitative Reasoning	Empirical Reasoning	Personal Qualities	
<b>LTI Component/Shadow day</b>							
<b>Group Reading Book</b>							

<b>Mathematics Online</b>							
<b>Reading</b> <i>Include the book you are going to read this term</i> <i>Title and author</i>							
<b>Writing</b> <i>Add and list the different styles of writing you will practice this term/year</i> <i>How will you show what you have learnt about writing styles?</i>							