

WEEKLY PLANNER
GREENVILLE SENIOR HIGH ACADEMY OF LAW, FINANCE, AND BUSINESS

Lessons may change

Teacher's Name: Dr. Todd Burnett

Unit Topic: Challenges

Subject: Game Design & Development

Standard(s) with Synopsis:

F – Game Design Process

Students will use playtesting feedback to revise, test, and refine gameplay challenges while considering difficulty, clarity, player flow, and overall player experience.

G – Game Development

Students will use Unreal Engine level-building tools, Blueprints, environmental assets, lighting, foliage, collectibles, and effects to refine and polish an interactive game world.

E – Professional Knowledge

Students will demonstrate creativity, problem-solving, organization, technical communication, reflection, and task management while independently improving and troubleshooting their game projects.

H – Careers in Game Development

Students will document, reflect on, and professionally present game-development work in a digital portfolio that demonstrates technical and creative growth.

Dates: Nov 16, 2026 - Nov 20, 2026

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
LEARNING TARGET	LEARNING TARGET	LEARNING TARGET	LEARNING TARGET	LEARNING TARGET
I can use peer feedback to revise my challenge courses and improve difficulty, clarity, and player flow.	I can use props, lighting, foliage, effects, and collectibles to make my challenge world more immersive while keeping gameplay clear.	I can document and professionally present my Unit 6 gameplay challenges and reflect on my growth as a game designer.	I can complete unfinished Unit 6 work and improve my game based on testing, feedback, and teacher guidance.	I can finalize, test, and submit my Unit 6 game and portfolio work in a complete and professional format.
ACTIVATING STRATEGY (10)	ACTIVATING STRATEGY (10)	ACTIVATING STRATEGY (10)	ACTIVATING STRATEGY (10)	ACTIVATING STRATEGY (10)
What is one piece of feedback you received that could make your game better?	How can decorations help guide a player without using signs or written directions?	Which Unit 6 challenge best demonstrates your growth as a game designer, and why?	What part of Unit 6 still needs the most attention before you consider your work complete?	If someone played your Level 2 today, what is one thing you would want them to notice about your design?
INSTRUCTIONAL DELIVERY	INSTRUCTIONAL DELIVERY	INSTRUCTIONAL DELIVERY	INSTRUCTIONAL DELIVERY	INSTRUCTIONAL DELIVERY
<u>Text (25):</u> Peer feedback, iteration, difficulty balance, path clarity, player flow, bugs, strengths, revision priorities, and improvement planning.	<u>Text (25):</u> Environmental storytelling, props, foliage, lighting, particle effects, checkpoints, coins, gems, key placement, player guidance, exploration, and visual clarity.	<u>Text (25):</u> Portfolio expectations, artifact selection, screenshots, gameplay documentation, reflection writing, visual organization, consistency,	<u>Text (25):</u> Unit 6 requirements, troubleshooting strategies, Blueprint debugging, gameplay balance, decoration, collectibles,	<u>Text (25):</u> Final testing procedures, gameplay flow, submission expectations, project organization, portfolio quality, and professional presentation.

Task (30): Review anonymous feedback; identify repeated comments; complete improvement plan; revise challenge courses in Unreal Engine; playtest after each major change. Talk (25): Explain one piece of feedback you accepted, one feature you kept, and how your revisions improved the player experience.	Task (30): Decorate and polish one or more challenge areas; place coins along intended routes; hide gems for exploration; place the Level 2 key; improve checkpoints, props, lighting, foliage, and atmosphere. Talk (25): Explain how decorations and collectibles influence player movement, exploration, and understanding of the level.	proofreading, and professional formatting. Task (30): Update Unit 6 – Challenges portfolio section; write introduction; add 2–3 screenshots; optional gameplay video/design artifacts; complete 1–2 paragraph reflection; publish and submit portfolio link. Talk (25): Share which challenge or mechanic best represents your technical or creative growth.	reflections, and portfolio expectations. Task (30): Finish missing GamePlan work; repair Blueprint or collision issues; complete unfinished challenge zones; finalize collectibles/decorations; complete missing reflections or portfolio elements. Talk (25): Explain what remains unfinished and describe the plan for completing it.	Task (30): Complete full Level 2 playthrough; correct remaining bugs; verify Sweeper Arm, Boulder Hill, Timed Gate, and Guarded Marketplace; verify coins/gems/key; proofread portfolio; publish and submit all remaining work. Talk (25): Reflect on one technical skill and one design skill developed during Unit 6.
Planned Technology Use: (include estimated time) Unreal Engine, Gameplan – 60–70 min	Planned Technology Use: (include estimated time) Unreal Engine, Gameplan – 60–70 min	Planned Technology Use: (include estimated time) Unreal Engine, Gameplan – 60–70 min	Planned Technology Use: (include estimated time) Unreal Engine, Gameplan – 60–70 min	Planned Technology Use: (include estimated time) Unreal Engine, Gameplan – 60–70 min
REPRESENTATION options for presenting content	REPRESENTATION options for presenting content	REPRESENTATION options for presenting content	REPRESENTATION options for presenting content	REPRESENTATION options for presenting content
Anonymous peer-feedback forms, teacher modeling, challenge examples, individual conferencing	Finished environment example, collectible examples, prop/lighting demonstrations, teacher modeling	Portfolio example, formatting checklist, sample screenshots and reflections	Unit 6 checklist, prior GamePlan videos, Blueprint examples, teacher conferencing	Final submission checklist, gameplay examples, portfolio examples, teacher feedback
ENGAGEMENT options for engaging student interest	ENGAGEMENT options for engaging student interest	ENGAGEMENT options for engaging student interest	ENGAGEMENT options for engaging student interest	ENGAGEMENT options for engaging student interest
Students choose which feedback to prioritize and how to revise their individual game designs	High student choice in decoration, collectible placement, lighting, foliage, props, and atmosphere	Students select screenshots, challenges, and design decisions that best represent their work	Students independently prioritize areas based on their own project needs and progress	Students showcase their personal game-development progress and make final creative improvements
EXPRESSION options for students to demonstrate learning	EXPRESSION options for students to demonstrate learning	EXPRESSION options for students to demonstrate learning	EXPRESSION options for students to demonstrate learning	EXPRESSION options for students to demonstrate learning
Revised challenge courses + improvement plan + reflection	Decorated challenge world + collectibles + reflection	Published Unit 6 portfolio entry + written reflection	Completed or improved Unit 6 challenges, assignments, and portfolio work	Completed Level 2 + finalized Unit 6 portfolio + submission
CULTURAL CONSIDERATIONS	CULTURAL CONSIDERATIONS	CULTURAL CONSIDERATIONS	CULTURAL CONSIDERATIONS	CULTURAL CONSIDERATIONS

Recognize that players may experience difficulty and gameplay differently; students decide which feedback best supports their intended experience.	Encourage varied approaches to atmosphere, environmental storytelling, decoration, and exploration without treating one visual style as the default.	Students may highlight different strengths, challenges, technical skills, and creative decisions when presenting their work.	Support different problem-solving approaches, work pacing, and creative priorities while maintaining common learning expectations.	Students may present and reflect on their work through the design choices and accomplishments that best represent their individual strengths.
ASSESSMENTS	ASSESSMENTS	ASSESSMENTS	ASSESSMENTS	ASSESSMENTS
Feedback improvement plan + revised challenge course + reflection	Decorated Challenge World + coins/gems/key + reflection	Unit 6 Portfolio Integration	Unit 6 completion/progress check	Final Unit 6 gameplay and portfolio completion