Game Design and Development

STRAND	
TOPIC:	**Creativity and Innovation, Critical Thinking, Technology Operations and Concepts Grading Period**
POWER OBJECTIVE #1	**Manage the development of creative media in the form of interactive games and create art assets.**
SUPPORTING INDICATORS	*GD.1.a* Develop a game using a graphical user interface-based application
	GD.1.b Create player controls
	GD.1.c Create art assets (e.g., graphics, audio)
POWER OBJECTIVE #2	**Use programming concepts to code instructions and logic**
SUPPORTING INDICATORS	*GD.2.a* Build coding for user interactions
	GD.2.b Develop programming logic for object interactions
	GD.2.c Create a game prototype
STRAND	
TOPIC:	**Technology Operations and Concepts, Research and Information Fluency**
POWER OBJECTIVE #3	**Demonstrate proficiency in technology and problem-solving skills**
SUPPORTING INDICATORS	*GD.3.a* Demonstrate an understanding of using technology
	GD.3.b Research and find solutions to problems