



KIDS & TEENS FREELANCING TRAINING INSTITUTE

Game Development Course Outline

Week 1: Introduction to Game Development

- What makes a good game?
 - Types of games: platformers, puzzles, adventure
 - Tools overview: Scratch / Construct 3 / Unity (based on age group)
 - Interface tour and first “click-to-move” game
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Week 2: Game Design Basics

- Characters, backgrounds, and objects
 - Adding sprites and animations
 - Movement controls and user input
 - Build a simple maze or racing game
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Week 3: Logic & Interactions

- Conditions (if/then), variables, and scoring
 - Lives, health bars, timers
 - Collision detection and effects
 - Create a basic point-based challenge game
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Week 4: Sound, Music & Polish

- Adding background music and sound effects
 - Creating game menus and start/restart screens
 - Intro to UI/UX design for games
 - Add finishing touches to existing games
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Week 5: Level Design & Creativity

- Designing custom levels and challenges

- Add power-ups, enemies, and levels
 - Animate characters for jumping/flying/shooting
 - Build a mini “boss level” or bonus round
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Week 6: Final Project Week

- Plan your own unique game
 - Design characters, set goals, build levels
 - Test, debug, and polish your final game
 - Present your game to classmates or family
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Bonus Topics (Optional):

- Intro to publishing games
- Exploring Unity or Godot (for older/more advanced kids)
- Game storytelling and creative writing
- Freelancing opportunities in game design