



Welcome to Week 7

August 17 - 23, 2020

Video Game Development

REMEMBER!!

Submit ALL of this week's challenges
(or screen shots of them) to
experience@iechamilton.ca
by Sunday at noon
for your chance to win
1 of 50 \$10 Gift Cards
or the

GRAND PRIZE of up to \$300 towards an
online coding &/or technology related
activity, camp, course or subscription
(subject to approval).

When you last played Minecraft, Roblox or even your favourite console game, did you happen to notice the long list of names and their career titles in the credits? Sometimes tens, even hundreds, of people can go into creating a videogame from start to finish.

Careers in Video Game Development may have names such as Game Programmer, Game Developer, Video Game Architect and Technical Artist. Jobs are found in a very competitive market where applicants are expected to have both skill and experience, and where employees are expected to keep up with continuing education amidst ever-growing techniques and technology. Jobs may appear as short- or long-term company positions or may be on a project-based or freelance contract.

Salaries for this field can vary but you can expect to enter the occupations with a yearly income of \$50,000 - \$60,000. You will find that salary tends to go up significantly with experience and is also tied to company locations with Toronto and Vancouver being Canadian hot spots for creative digital talents.

There are a few programs at Mohawk College that can help lead you to a career in Video Game Development, though all of these positions require ongoing education to keep up with the advances in technology.

[Art & Design Foundations - 270](#) - 1 Year Certificate

[Animation 3D - 373](#) - 3 Year Advanced Diploma

[Bachelor of Technology \(B.Tech.\) - Software Engineering Technology](#) - Diploma to Degree Program

[Computer Engineering Technology - 552](#) - 3 Year Advanced Diploma

[Computer Systems Technology - Software Development - 559](#) - 2 Year Diploma Program

[Graphic Design - 508](#) - 3 Year Advanced Diploma

[Graphic & Web Design Courses](#) - Continuing Education Course

[Virtual Reality Multimedia Production - 656](#) - 1 Year Graduate Certificate

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Challenge!

This week, we are checking out Kano and their [Make Pong](#) lesson and Hour of Code's [Flappy Bird](#) lesson. We will be following along with the tutorials, practicing as we go. To be entered to win one of the prizes this week, you will need to complete and submit the following:

- Make Pong Tutorial (show your completed steps)
- Flappy Bird Tutorial (show your completed steps)
- Create your own Flappy Bird Game (send your game link so we can play yours too!)

Tips:

- Find our example challenges and projects on the next few pages.
- Remember to take screen shots/photos of your work or copy and paste it to an email to submit for prizes!
- If you are struggling, Hamilton Code Clubs Camp can help! [Register](#)

Make Pong:

- Turn hints on in the Kano Menu
- If you forget which what step you are on, check the bottom grey bar for clues.

Flappy Bird:

- Play our version [here](#).

Send your completed exercises to experience@iechamilton.ca.

Make sure you include your full name!

Prize winners will be contacted next week via information provided at registration.

If you are interested in exploring creating Video Games further,
follow these links:

[Dance Party](#), [Making Apps in JavaScript](#), [Scratch](#), and [Gamefroot](#)

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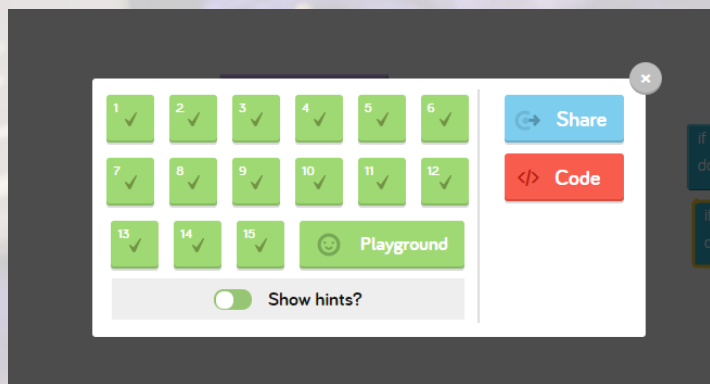
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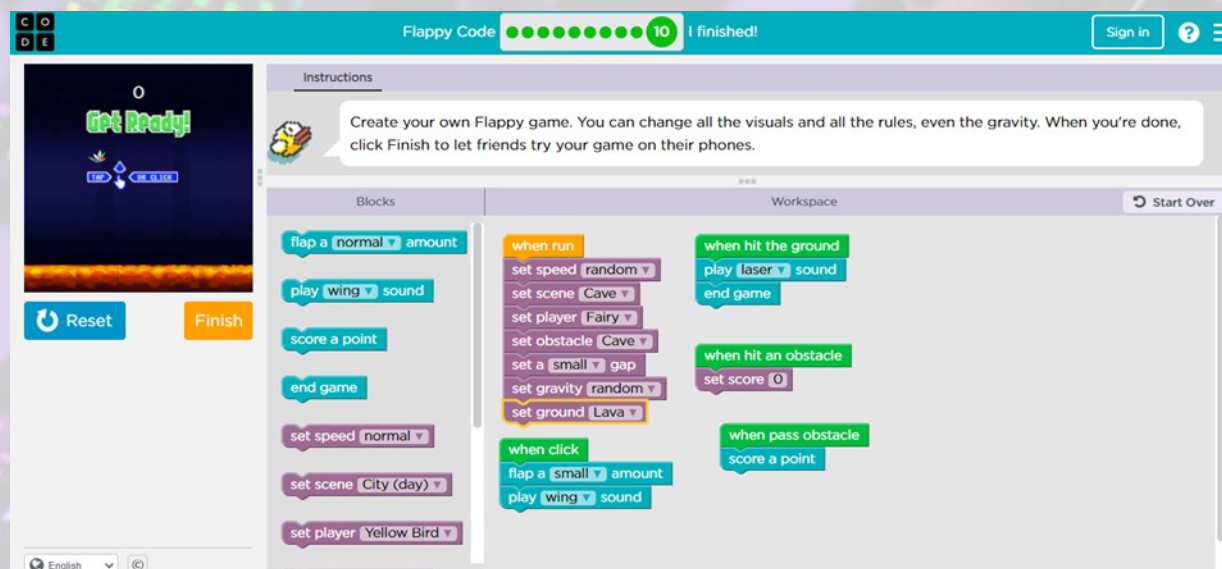
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Make Pong Tutorial



Flappy Bird Tutorial



Personal Flappy Bird Game

<https://studio.code.org/c/1171227297>

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