

# Gaming & Animation

2021 Summer Assignment

## ATTENTION:

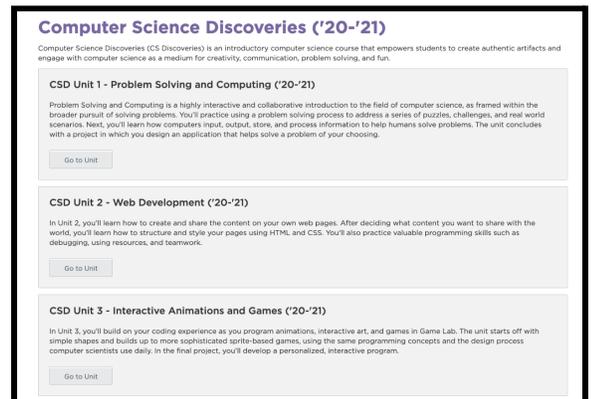
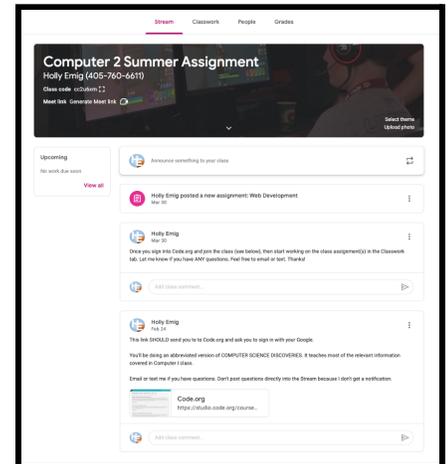
If you've taken Mrs. Emig's Computer or AP Computer Science Principles class, you are exempt from this summer assignment.

### COURSE DESCRIPTION

This course focuses on the thriving field of videogame design and development. Students will learn the programming languages Javascript, Python, and C# through Code.org's Game Lab, Blender, Unity, and Unreal game engines. In addition to creating their own games, students will study video game history, mechanics, psychology, physics, and production, with a focus on collaboration and Christian ethics. Through a partnership with Oklahoma Christian University, students will attend field trips and work alongside college students who will graduate and work professionally in the gaming industry.

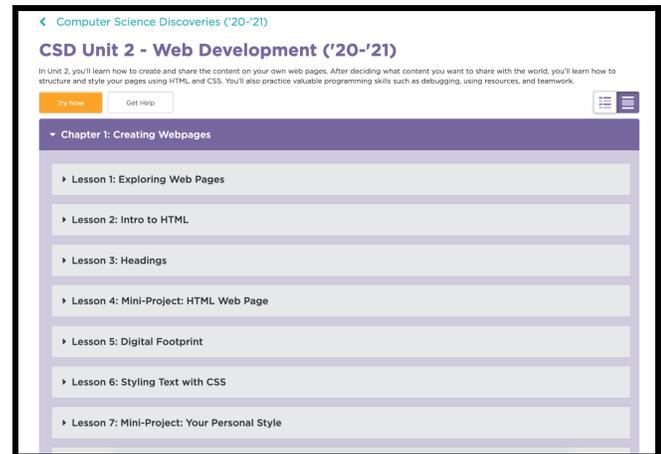
### ASSIGNMENT

1. Join the Google Classroom for the summer assignment. I can invite you through email or can just join on your own with the class code: **cc2u6xm**
2. In the Stream, you'll find an announcement with a link to **Code.org**. Follow the instructions to create a Code.org account.
3. You will be completing one unit from the Code.org course **Computer Science Discoveries**.
4. Start working through **Unit 2: Web Development**. You'll learn basic HTML and CSS, which is how webpages are designed.



5. Finish Chapters 1 and 2 of Unit 2 by **July 31, 2021**. Then contact me so that I can administer the “test.”

*(Don't worry about the test right now. It won't be hard and it won't be for a grade. But it has to be done.)*



6. If you have ANY questions, never hesitate to text me at **405-760-6611**. You are never disturbing me, I promise. I love hearing from students!

### So, what's the point of this assignment??

Once you are familiar with reading and writing HTML/CSS, you will better understand how to read and write other kinds of code and know how that code affects everything you see and do in programs and games.