



Welcome to  
Week 1

July 5, 2021

Video Game  
Development

**REMEMBER!!**

Submit ALL of this week's challenges (or screen shots of them) to [experience@iechamilton.ca](mailto:experience@iechamilton.ca) by Sunday, July 11 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 Fortnite, Among Us or even your favourite PlayStation or Xbox game, did you notice all the details? How every item you see had to be thought about and created in order for you to be seeing it? What about the long list of names and their career titles in the credits? Creating a videogame can take a whole team of very skilled people many months to complete!

Careers in Video Game Development may have names like Game Programmer, Developer, Architect or 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. This can also be a great career to pursue if you are interested in office or work-from-home positions, both are available!

Salaries for this field can vary, but you can expect to start off 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](#) - 3 Year Diploma Program

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

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

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

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## Video Game Development

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## Challenge!

This week, we are going to dive straight into MIT's Scratch program. You may have tried out Scratch before, but that's okay, it just means you've had some practice! We'll get started by checking out the [Make a Clicker Game](#) and then progressing onto the [Animate an Adventure Game](#) tutorial. 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 a Clicker Game (show your completed steps)
- Animate an Adventure Game (show your completed steps)
- Send your game link(s) so we can play your version too!

### Tips:

- Remember, you can pause the on screen tutorials to give yourself time to complete each step.
- Find our example challenges and projects on the next few pages, yours might be different.
- Remember to take screen shots/photos of your work, or copy & paste it to email to submit for prizes!
- If you are struggling, CODEfest Camp Mentors can help! Email [experience@iechamilton.ca](mailto:experience@iechamilton.ca) to register or to ask questions.
- Don't forget to save! Especially if you want to come back to your project later.

### Clicker Game:

- Play our version [here](#).

### Adventure Game:

- Play our version [here](#).

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

[Minecraft Voyage Aquatic](#), [Make Code Arcade](#), [Star Wars](#), [Gamefoot](#) and [Play Lab](#),

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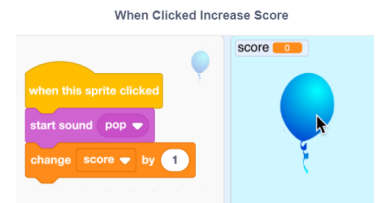
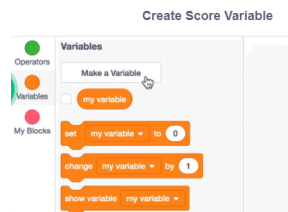
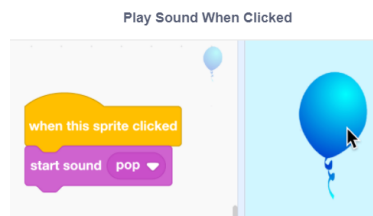
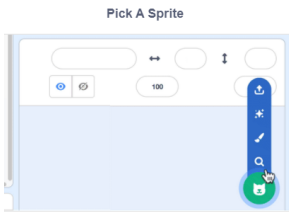
### Make a Clicker Game Tutorial

You can follow the on-screen instructions as well by choosing "Make A Clicker Game".

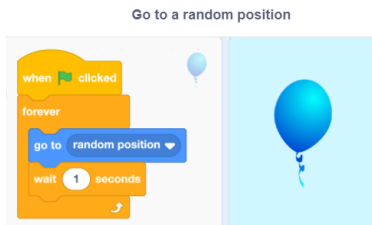
Keep in mind, it doesn't have to be balloons and popping sounds. Be creative!

Make sure to **SAVE** your work!

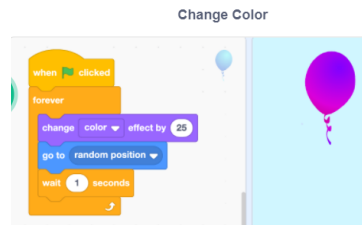
1. Choose a sprite.
2. Add a sound.
3. Create a score variable
4. Add a score keeper.



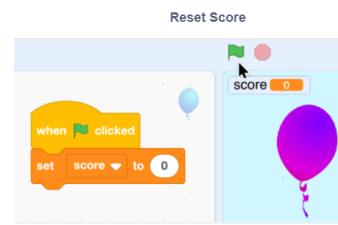
5. Make the sprite move



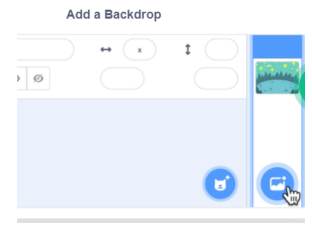
6. Change the to random positions.



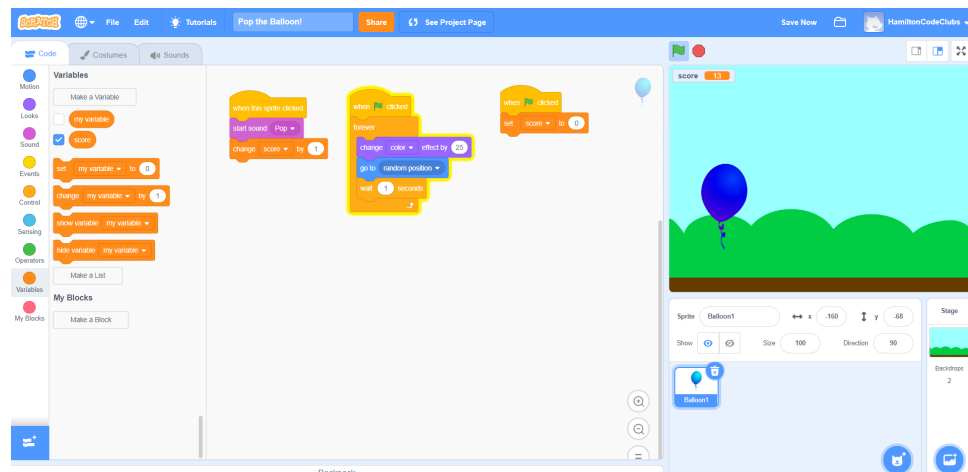
7. Reset the score  
sprite colour



8. Add a backdrop



9. Try out your game!



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# Week 1 Challenge

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## Video Game Development

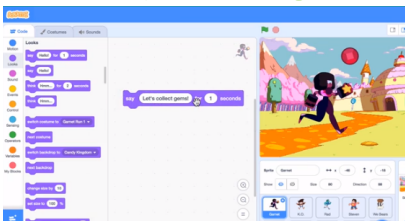
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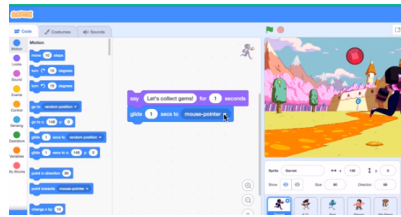
### Animate an Adventure Game Tutorial

Start with the tutorial, it already has sprites and backgrounds chosen, but you can make it your own by customizing them.

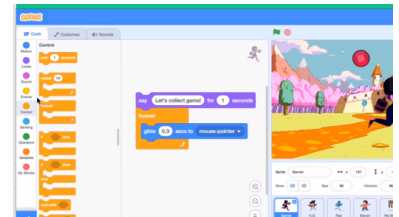
1. Make the sprite say something.



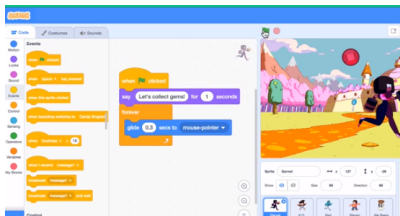
2. Make the sprite follow the pointer



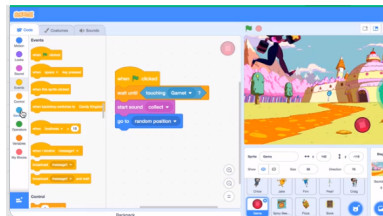
3. Make the sprite ALWAYS follow the pointer



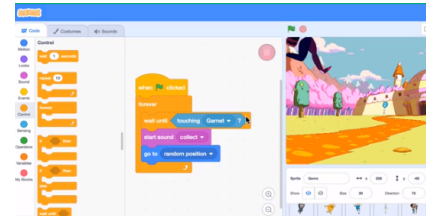
4. Create a way to start your game.



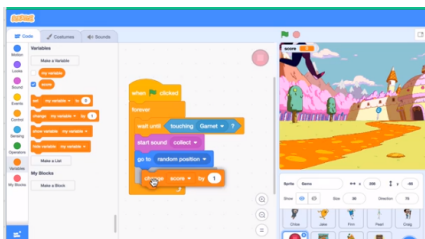
5. Get your sprite to collect items and make a sound



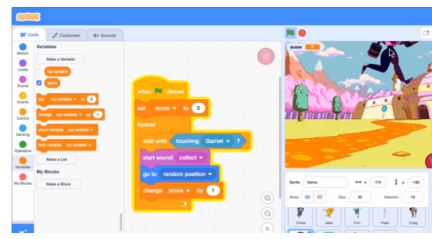
6. Create a loop so the sprite ALWAYS collects items and makes sounds



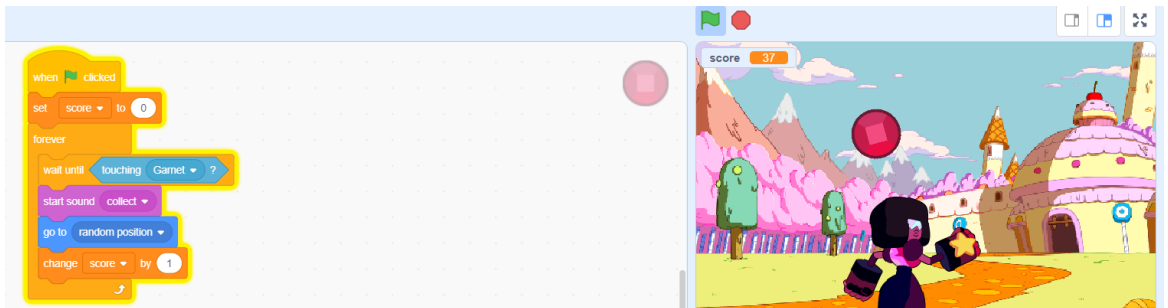
7. Add a score variable



8. Reset score when game restarts



9. Try out your game!



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