

ADVANCED LEVEL

Coding 101:

- **Skills:** Solidify coding fundamentals.
- **Activities:**
 - Deepen understanding of programming languages used in game development.
 - Practice solving coding challenges.

Intermediate Coding:

- **Skills:** Advance coding proficiency.
- **Activities:**
 - Develop more complex game mechanics and features.
 - Apply design patterns in game development.

Sound Engineering:

- **Skills:** Acquire knowledge in audio engineering.
- **Activities:**
 - Implement advanced sound effects and music.
 - Optimize audio assets for different platforms.

Advanced Model Creation:

- **Skills:** Master advanced 2D modeling techniques.
- **Activities:**
 - Create detailed and optimized 2D models.
 - Understand the integration of models in complex game environments.

Advanced Engineering Techniques:

- **Skills:** Learn advanced coding and engineering techniques.
- **Activities:**
 - Explore optimization methods for game performance.
 - Implement advanced algorithms in game development.

Final Project:

- **Skills:** Work on a publicly released game.
- **Activities:**
 - Collaborate on a larger-scale game project.
 - Participate in the release and maintenance of a game accessible to the public.

