

# EXPERT LEVEL

## Plan and Develop Game from Scratch:

- **Skills:** Lead the planning and development of a game.
- **Activities:**
  - Collaborate with a team on a comprehensive game project.
  - Understand project management and development life cycle.

## Scrum Methodology:

- **Skills:** Apply Scrum methodology in game development.
- **Activities:**
  - Lead or participate in a Scrum team for a game project.
  - Practice iterative development and agile methodologies.

## Javascript and Web Development:

- **Skills:** Master Javascript and web development for games.
- **Activities:**
  - Develop browser-based games using Javascript.
  - Understand the integration of web technologies in game development.

## Object-Oriented Programming:

- **Skills:** Deepen understanding of object-oriented programming.
- **Activities:**
  - Apply object-oriented principles to game architecture.
  - Develop modular and scalable game code.

## Build Own Game Engine:

- **Skills:** Construct a custom game engine.
- **Activities:**
  - Understand the principles of game engine architecture.
  - Develop a functional game engine for a specific game project.

## Final Project:

- **Skills:** Lead the development of a game from concept to release.
- **Activities:**
  - Plan, execute, and release a fully developed game.
  - Apply comprehensive knowledge in game design, programming, and project management.

