

INTERMEDIATE LEVEL

Introduction to Graphic Design:

- **Skills:** Develop basic graphic design skills.
- **Activities:**
 - Learn image manipulation techniques.
 - Understand the principles of graphic design in games.

Introduction to 2D Models:

- **Skills:** Explore the basics of 2D model creation.
- **Activities:**
 - Understand the fundamentals of 2D modeling.
 - Create simple 2D models for game assets.

2D Model Creation:

- **Skills:** Advance 2D modeling skills.
- **Activities:**
 - Develop more complex 2D models.
 - Optimize 2D models for game performance.

Introduction to SFX & Music:

- **Skills:** Gain a beginner's understanding of sound design and music.
- **Activities:**
 - Explore the role of sound and music in games.
 - Create basic sound effects and music loops for a game.

Intermediate Git Usage:

- **Skills:** Enhance understanding of Git usage.
- **Activities:**
 - Collaborate on larger projects using branching and merging.

Final Project:

- **Skills:** Build an intermediate-level game demo.
- **Activities:**
 - Develop a game demo with advanced graphics and sound elements.
 - Share the demo with peers and receive feedback.

