

Project IT Girl 2007 – 2008 Curriculum
Spring 2008 Overview

Class # and date	Hours	Description
1 Jan. 29, 30	1.5	The Planning Process: <ul style="list-style-type: none"> • Overview of the semester and introduce pair programming. • Students receive manual and learn about resources for the semester. • Students use game design documents and template descriptions to start their prioritized task list on their wikpage and their flowchart in the manual. • Students make journal entry marking progress and plans for next class.
2 Feb. 5, 6	1.5	Let's Start Cookin': <ul style="list-style-type: none"> • Set-up Tortoise SVN and discuss process for saving and updating code. • Save code for template in student folder and experiment using manual and cookbook to make changes to the code. • Update task list especially the list of graphics needed for the project in preparation for the session on Saturday 2/9.
3 Saturday Feb. 9	4	Game Graphics: <ul style="list-style-type: none"> • Students use task list and flowchart to identified graphics needed for their games. Find suitable graphics for backgrounds and begin creating sprites. • Students can also look for true type fonts that are compatible with pygame. • Save graphics to appropriate folders in game template. • Students run game template with at least one customized graphic element.
4 Feb. 12, 13	1.5	Task and Flow: <ul style="list-style-type: none"> • Students continue making changes to their games using manual/cookbook. • Student update task list, flowchart and milestones by end of class, knowing that program leader will look at their work before the next class. • Program Leaders review progress before class #5
5 Feb. 19, 20	1.5	Incorporating Feedback: students continue working on games after looking at feedback from program leader. <ul style="list-style-type: none"> • Students work towards having all goals met for first major milestone.
6 Feb. 26, 27	1.5	1st Major Milestone: <ul style="list-style-type: none"> • Students personalize the template for their game. • Students make approx. 3 changes to the template using ideas (and code) from the cookbook. • Students successfully manage their time and take initiative: <ul style="list-style-type: none"> ○ Students are responsible for making approx. one change to their game per week. Program leaders will be available to assist, but won't be standing over the students' shoulders ○ Students "buy in" to the goals for the semester ○ Students create their own prioritized task lists and other project management tools (with guidance from program leader.) • Students have mini-showcase where they share their games with each other. • Group discussion about the process so far.
7 Saturday Mar. 1	4	Coding Extravaganza!!! Students continue working on games based on where they are at in regards to first milestone.

Project IT Girl 2007 – 2008 Curriculum

8 Mar. 4, 5	1.5	<p>Looking Forward: Students create concrete plan for how to use the rest of the semester using workbook planning sheets and wikispot tools. Brainstorm new ways to customize their games. Program leaders should review student plans and be prepared to give feedback at the next class.</p> <p>***Celebrate reaching first milestone!***</p>
9 Mar. 18, 19	1.5	<p>Feedback and Follow-through: Students receive feedback from program leader about their plans either in writing or in a five minute one-on-one session. Students continue working on their games according to plan.</p>
10 Mar. 25, 26 Saturday March 29	1.5	<p>2nd Major Milestone:</p> <ul style="list-style-type: none"> • Students take customization to the next level: <ul style="list-style-type: none"> ○ Brainstorm more ways to personalize the game ○ Focus on code they can actually write and execute ○ Find more code in cookbook, at pygame.org or working with program leader ○ Have concrete plan for the rest of the semester: how to keep improving the game and testing it. ○ Have 2nd level of customization that runs smoothly without bugs. <p>Expand Your Horizons</p>
11 Apr. 1, 2	1.5	<p>Getting the Bugs out Part I: Students focus on getting code to run without making any new changes.</p> <p>***Celebrate reaching second milestone!***</p>
12 Apr. 8, 9 Plus open lab on 4/7 and 4/10 at GS	1.5	<p>Project IT Girl Programming Sprint Week!!!! Students begin working towards 3rd milestone goals and begin preparing for tradeshow.</p>
13 Apr. 15, 16	1.5	<p>Getting the Bugs out Part II: Students complete all de-bugging and begin preparing for tradeshow.</p> <p>3rd major milestone:</p> <ul style="list-style-type: none"> • Complete game testing and de-bugging. • Add more customization is possible. • Game finished. • Begin preparation for tradeshow presentation
14 Apr. 22, 23	1.5	<p>Trade Show Preparation Students complete marketing materials and elevator speeches for their games.</p>
15 Saturday Apr. 26	3	<p>Trade show + Celebration + Game Awards Post-survey</p>

Milestone Plan

1st Major Milestone: end of week 5 (Feb. 26, 27)

- Students personalize the template for their game.
- Students make approx. 3 changes to the template using ideas (and code) from the cookbook.
- Students successfully manage their time and take initiative:
 - Students are responsible for making approx. one change to their game per week. Program leaders will be available to assist, but won't be standing over the students' shoulders
 - Students "buy in" to the goals for the semester
 - Students create their own prioritized task lists and other project management tools (with guidance from program leader.)

2nd Major Milestone: end of 9th week (March 25, 26)

- Students take customization to the next level:
 - Brainstorm more ways to personalize the game
 - Focus on code they can actually write and execute
 - Find more code in cookbook, at pygame.org or working with program leader
 - Have concrete plan for the rest of the semester: how to keep improving the game and testing it.
 - Have 2nd level of customization that runs smoothly without bugs.

3rd Major Milestone: end of 13th week (April 15, 16)

- Complete game testing and de-bugging.
- Add more customization if possible.
- Game finished.
- Begin preparation for tradeshow presentation.