

Video Gaming Design and Animation

Teaching Assistant: Marcos López Castellanos

Learn the basics of programming
and design your own video games.

Week Three: June 23 – 27, 2014

No programming experience required!

The program includes:

- An introduction to programming in the JavaScript language.
- Drawing and manipulating images and shapes.
- Designing levels, missions and scenarios for your game.
- Handling user input to control in-game objects.
- Programming AI to play against human players.
- Creating game assets (images, sounds, etc.)

Students can work in groups or on their own. They will be able to play and share the games they've created with friends and family members after the workshop.

For questions send email to mlopez69@fau.edu.