BEGINNER LEVEL

Introduction to Game Development:
- **Skills:** Develop an understanding of basic game development principles.
- **Activities:**
  - Explore the essentials of game structure and mechanics.
  - Gain introductory knowledge of game design concepts.

Introduction to Software Development:
- **Skills:** Acquire fundamental software development knowledge.
- **Activities:**
  - Learn basic programming concepts applicable to game development.
  - Understand coding practices and conventions.

Introduction to Game Engines:
- **Skills:** Familiarize yourself with popular game engines.
- **Activities:**
  - Explore the functionalities of game engines.
  - Develop a simple game demo using a chosen game engine.

Introduction to Git:
- **Skills:** Develop a beginner's understanding of version control using Git.
- **Activities:**
  - Create and manage a basic repository.
  - Collaborate with peers using version control.

Introduction to Scrum:
- **Skills:** Develop a beginner's understanding of the agile methodology using Jira.
- **Activities:**
  - Manage work in sprints through an interative approach
  - Collaborate with peers using Jira.

Introduction to Game Design:
- **Skills:** Grasp basic game design principles.
- **Activities:**
  - Create a basic game concept and design document.
  - Apply game design principles to a small project.

Final Project:
- **Skills:** Apply learned concepts to create a game demo.
- **Activities:**
  - Build a game demo, create a release, and share it with others.
  - Utilize Git for version control throughout the project.
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