

GAME DESIGNERS, LEVEL UP!

AGE 11 - 14

Time	Day 1	Day 2	Day 3	Day 4
8:40-9:00	Arrival/Registration			
9:00-9:50	Asteroids Player controls, shooting, collisions, score	Cyberpunk Mobile Racing Lane changes/touch input, speed, obstacle spawning	Sokoban Grid movement, pushing crates, win condition	Metroidvania Platformer movement, jump/run, enemies
9:50-10:05	Break 1			
10:05-10:55	Enemy waves, difficulty curve, lives/respawn	Pickups & nitro, UI (score/lap), game over	Level building with tile maps, reset/undo, timer	Keys/doors, health & checkpoints, camera/fog
10:55-11:10	Break 2			
11:10-12:00	Power-ups, background FX, sound	Track art, sound FX, mobile-friendly tweaks	Design, play-test, and refine a mini puzzle set	Final polish, peer play-test, export tips