

LEVEL UP Coding Academy

Program Snapshot

- Ages: 11–17
- Format: Online (Zoom + Unity)
- Duration: 2 weeks (Monday–Friday)
- Time: 4–6 PM
- Showcase: Parents invited on Day 10

What Students Will Do

Students will learn the basics of C# programming and the Unity game engine, design their own 2D game, and present it during our final Showcase event. We provide professional starter code and assets so students can focus on creativity and problem-solving.

Learning Goals

- Understand coding fundamentals with C#
- Learn to use the Unity game engine
- Practice teamwork and creative problem-solving
- Complete and present a playable 2D game

10-Day Schedule (At a Glance)

Day	Topic
Day 1	Kickoff & Unity Setup
Day 2	C# Basics & Player Movement
Day 3	Game Objects & Physics
Day 4	Game Design Workshop
Day 5	Core Mechanics Build
Day 6	Enemies & Challenges
Day 7	UI, Menus & Sound
Day 8	Polish & Playtesting
Day 9	Final Touches & Export
Day 10	 Showcase Event

This syllabus is a sample outline. Specific lessons and activities may vary. Full curriculum materials are reserved for enrolled students.

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