

AI Coding (8+ y/o)

AI001+ Scratch Coding Plus : Game Design

Scratch+ Game Design is centered around the various logic concepts used within many common games. Students will apply their basic knowledge of scratch as well as new important logic and computer science concepts through recreating existing and original games. Students can express their creativity through game design. The course focuses on the application of code in original game mechanics created by the students.

Overview

This course builds off a basic understanding of coding through scratch and introduces more advanced concepts through the creations of popular games.

Contents

- **Level 1 : Classic Games**
 - Unit 1: Maze Game
 - Unit 2: Platformer
 - Unit 3: Tower Game
 - Unit 4: Breakout
 - Unit 5: Snake
- **Level 2 : Modern Games**
 - Unit 6: Top-down Shooter
 - Unit 7: Scrolling Platformer
 - Unit 8: Online Multiplayer Board Game
 - Unit 9: Online Multiplayer Fighting Game

Syllabus: <https://school.thinkland.ai/syllabus/>

Curriculum: <https://school.thinkland.ai/curriculum>

Teachers: <https://school.thinkland.ai/teacher>

Email: contact@thinkland.ai; **Wechat ID:** [thinklandai](#)

<https://school.thinkland.ai>