



Visual and Game Programming Club (VGP)

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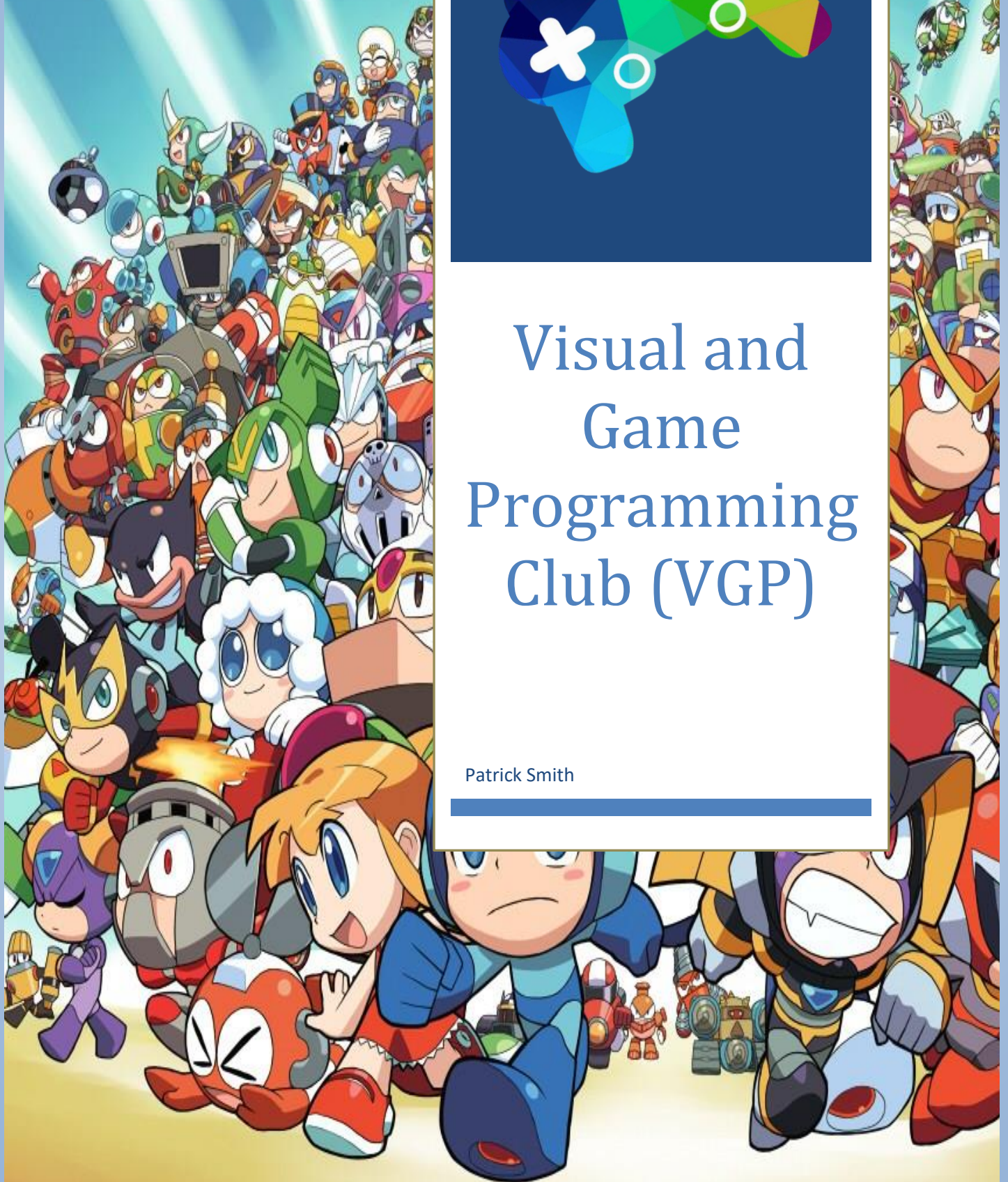
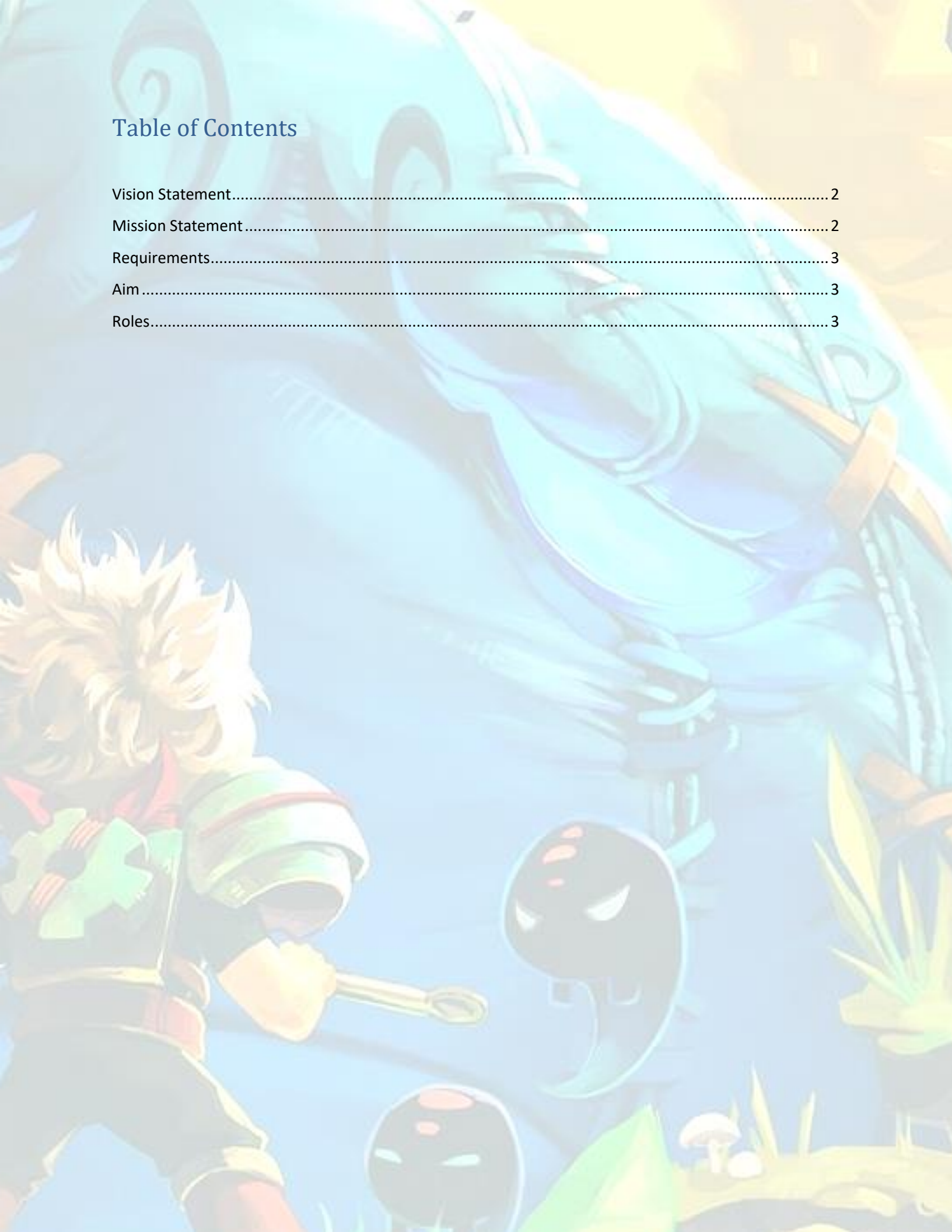


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Visual and Game Programming Club

Vision Statement

To be a Visual and Game Programming club that provides a supportive and fun environment in which students are motivated to learn real world applications through visual game programming by linking as many curricular subjects as possible while applying teamwork, producing and marketing excellent products benefitting the members by way of experience and financial gain.

Mission Statement

To create a positive impact on student development, giving them the tools to work in groups, meet deadlines and prepare for the working world while gaining necessary knowledge and experience for a head start in the world of software development.

Description

Club members will be engaged in building websites and creating video games. They will learn to market these products. Proceeds are to be reserved for their college or other tertiary fund. They will learn to use HTML5, CSS4, C#, as well as the following programs: Unity 3D, Photoshop, Maya, GIMP, Blender, Bootstrap, Brackets. The program content will integrate other subjects on the curriculum and collaborate with existing school clubs for mutual benefits.

Requirements

To remain in the club, students need to:

- Submit formal application, complete with resume, for membership and positions in the club
- Attend an interview
- Maintain a 2.5 GPA
- Have minimum absences from classes
- Meet deadlines
- Maintain disciplinary protocol
- Students and parents will sign an agreement regarding maintaining the integrity of the club.

Aim

Each year the club members will complete a marketable software product in the form of a video game including a user manual which they will market. Hence, they will take the product from conception to completion. Meetings will be held, during club meeting schedule, once weekly for 45 minutes.

Roles

The roles that need to be filled are as follows, each role will have a lead which will be in charge of the team:

Designer

Artist

Programmer

Level designer

Sound engineer

Testers