

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8.30 – 9.30	Morning extended care				
9.30 – 12.30	<ul style="list-style-type: none"> <li>Mission brief and Introduction to Game Design</li> <li>Play test favourite playground games</li> <li>Create a new game from an existing playground game</li> </ul>	<ul style="list-style-type: none"> <li>Designing continues</li> <li>Create 'cardboard' model of first funfair game</li> </ul>	<ul style="list-style-type: none"> <li>Design second funfair game</li> <li>Create 'cardboard' model of second funfair game</li> </ul>	<ul style="list-style-type: none"> <li>Design ultimate 3 games!</li> <li>Build ultimate 3 games</li> </ul>	<ul style="list-style-type: none"> <li>Final tweaks and perfections.</li> <li>Prepare funfair for audiences, including decoration and characters within the funfair.</li> </ul>
12.30 – 13.30	Lunch break				
13.30 – 16.00	<ul style="list-style-type: none"> <li>Get to grips and build 3 core mechanisms: hydraulic levers, cogs and wheels and catapult</li> <li>Design first funfair game, using one of the 3 mechanics</li> <li>Group team prototype game testing</li> </ul>	<ul style="list-style-type: none"> <li>Continue creating cardboard model</li> <li>Play testing! Critique your own and each others game.</li> <li>Thoughts for second funfair game using a different mechanic</li> </ul>	<ul style="list-style-type: none"> <li>Continue creating cardboard model</li> <li>Play testing! Critique your own and each others game.</li> <li>Discuss group favourites (both as designers and players) and how they might be changed and / or improved.</li> </ul>	<ul style="list-style-type: none"> <li>Continue building and refining</li> <li>Final Playtest! Is everything working as it should? Could anything more be improved?</li> <li>Resolve any fixes/tweaks</li> </ul>	<ul style="list-style-type: none"> <li>The funfair opens for family and friends!</li> </ul>
16.00 – 18.00	Afternoon extended care				