

Tentative Training Plan for **BEGINNING GAME ASSET DEVELOPMENT***

DAY 1	
Time	Topic
0830H-0900H	<ul style="list-style-type: none"> ▪ Registration
0900H-1030H	<ul style="list-style-type: none"> ▪ Welcome and Course Overview ▪ Introduction to Beginning Game Asset Development
1030H-1055H	Tea Break
1100H-1230H	<ul style="list-style-type: none"> ▪ Adobe Photoshop Basics ▪ Pixel Art Exercises Part 1 (Pencil tool and Eraser)
1230H-1325H	Lunch Break
1330H-1500H	<ul style="list-style-type: none"> ▪ Pixel Art Exercises Part 2 (Tiling and Tilemap) ▪ Pixel Art Exercises Part 3 (Creating limited colour palette)
1500H-1525H	Tea Break
1530H-1700H	<ul style="list-style-type: none"> ▪ Introduction of Game Animation ▪ Game Animation Exercise
End of DAY 1	

DAY 2	
Time	Topic
0900H-1030H	<ul style="list-style-type: none"> ▪ Conceptualization of Game Assets ▪ Creation of Game Assets
1030H-1055H	Tea Break
1100H-1230H	<ul style="list-style-type: none"> ▪ Creation of Game Assets
1230H-1325H	Lunch Break
1330H-1500H	<ul style="list-style-type: none"> ▪ Introduction of Construct 2 (Game engine) ▪ Creation of Game Assets
1500H-1525H	Tea Break
1530H-1730H	<ul style="list-style-type: none"> ▪ Integrating Game Assets into Construct 2
End of Course	

*subject to change