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| Game Programming 101 | Program Sheet |
| Class Name | Objective |
| Code.org – Minecraft<https://studio.code.org/s/mc/stage/1/puzzle/1> | Introduction |
| Code.org – Frozen<https://studio.code.org/s/frozen/stage/1/puzzle/1> | Loops |
| Code.org – Flappy Bird<https://studio.code.org/flappy/1> | Events |
| Code.org – Star Wars<https://code.org/starwars> | JavaScript |
| Code.org – Infinity Play Lab<https://studio.code.org/s/infinity/stage/1/puzzle/1> | Review |
| Codecombat.com – First level<http://codecombat.com/> | JavaScript |
| Khan Academy – Hour of Code<https://www.khanacademy.org/hourofcode> | JavaScript + Graphics |
| Sitepoint.com – Ping<https://www.sitepoint.com/build-a-web-game-in-an-hour-with-visual-studio-and-asp-net/> | Full HTML Game |
| Unity – Standard Assets Tutorial<https://www.assetstore.unity3d.com/en/#!/content/32351> | Full Unity Game |
| Continuing Work: |  |
| Code.org – CS Principles – Unit 3: Programming<https://code.org/educate/csp/unit3> | 29 lessons that encapsulate most ‘Intro to X’ programming classes |