

# Game Development Fundamentals I

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- PS 1 Students will be able to apply communication features and game interface design. ([Standard 2](#))
- PS 2 Students will review and identify various game genres and types and develop at least one game using a game genre. ([Standard 4](#))
- PS 3 Students will be able to create a game using the Game Design Production Cycle. ([Standard 5, Objective 2](#))
- PS 4 Students will be able to design documents as part of the Pre-Production (Design) of the game. ([Standard 5, Objective 3](#))
- PS 5 Students will be able to create the assets and incorporate them in a game. ([Standard 5, Objective 4](#))