

Class X

Game Developer Trainee

Months	Weeks Alloted	Weeks	Topics	No of Periods Required	Total Hrs	Theory	Practicals
April	5 (5 X 5 = 25)		Communication Skills - II	10	7	2	3
						2	3
June	4 (4 X 5 = 20)	1	Communication Skills - II	20	13	2	3
		2				2	3
		3				2	3
		4				2	3
July	5 (5 X 5 = 25)	1	Self Management Skills II	15	10	2	3
		2				2	3
		3				2	3
		4	Object Oriented Concepts	10	7	2	3
		5				2	3
August	4 (4 X 5 = 20)	1	Object Oriented Concepts	20	13	2	3
		2				2	3
		3				2	3
		4				2	3
September	4 (4 X 5 = 20)	1	ICT Skills - II	18	12	2	3
		2				2	3
		3				0	0
		4				2	3
		5				1	2
October	3 (3 X 5 = 15)	1	Exams				
		2	2D Game Development	15	10	2	3
		3				2	3
		4				2	3
November	1 (1 X 5 = 5)	1	2D Game Development	7	5	3	4
December	3 (3 X 5 = 15)	1	2D Game Development	5	3	2	3
		2	Entreprenueral Skills - II	12	8	2	3
		3				3	4
January	3 (3 X 5 = 15)	1	Green Skills - II	5	3	2	3
		2	Levels and Platforms	10	7	2	3
		3				2	3
February	4 (4 X 5 = 20)	1	Levels and Platforms	10	7	2	3
		2	Revision, Practical exams			2	3
		3				2	3
		4				2	3
			Total	157	105	67	100

Game Developer Trainee (1101)
Academic Year : 2026-27

Theory Component	30
Practical Component	40
Portfolio	10
Project / Assignment	20

Marks Distribution out of 30

	Marks
Part A : Employability Skills	
Unit 1: Communication Skill	2
Unit 2: Self-management Skills	2
Unit 3 : ICT Skills	2
Unit 4: Entrepreneurial Skills	1
Unit 5: Green Skill	1
Part B: Vocational Skills	
Unit 1 : Object Oriented Concepts	6
Unit 2 : 2D Game Development	10
Unit 3 : Levels and Platforms	6
Total	30