Sem 2 C Diagonal	Topic or Theme for the week	Set Materials (eg Readings) If nothing, leave blank	Set Tasks (eg assignments and peer engagement) If nothing, leave blank	Additional Activites (eg Playing/watching Case studies etc) If nothing, leave blank	Notes
WSOA 3004 IIIB					
25 July					
1 Aug	Git Hub & Game Production		Play Testing		
8 Aug	Game Prodcution		Prototype 1		Submission Requirements: Build - Git Hub, Ulwazi and Itch.io Documentation (Design intention, Process & Reflection)
15 August	Game Genre		Play Testing		
22 August	Intro Game Design Documents		Prototype 2		Submission Requirements: Build - Git Hub, Ulwazi and Itch.io Documentation (Design intention, Process & Reflection
29 August	Game Design Documents		Play Testing		
5 Sep	Project Management		Pitch		
12 - 16 Sep	**Mid-Term Break**				
19 Sep	Project Management		Game Design Document, Project Management Document & Group Prototype	Project Dependent	Game Design Document and Proposed Project Management document for your large group project. First prototype of your large group project. Submission Requirements: Prototype - Git Hub & Ulwazi Presenting Prototypes Documetns - Ulwazi as PDF's
26 Sep	Level Design		Play Testing/Check-in	Project Dependent	
3 Oct	Level Design		Pre- Alpha	Project Dependent	Submission Requirements: Pre-alpha - Git Hub & Ulwazi
10 Oct			Play Testing/Check-in	Project Dependent	
17 Oct			Alpha	Project Dependent	Submission Requirements: Alpha - Git Hub & Ulwazi
24 Oct	Oiling		Play Testing/Check-in	Project Dependent	
7 Nov - 25 Nov					