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| --- | --- | --- | --- | --- |
| **W/No** | **Meeting Date** | **Lecture (Online Videos)** | **Practical (On Campus Labs)** | **Assessment** |
| **16** | **20/01/2023** | Introduction to Node-based Programming | Setup Unreal, Intro to Blueprints |  |
| **17** | **27/01/2023** | Unreal Variables and Data Structures | Data Structures | Assessment Set  **DUE 29/03** |
| **18** | **03/02/2023** | Program Flow Control and the Game Framework | Third-Person Shooter Part 1 |  |
| **19** | **10/02/2023** | Game Asset Management | Data Storage and Tables  Saving Data |  |
| **20** | **17/02/2023** | Meshes and Actors | Character Movement  TPS Part 2 (Meshes, Actors and Physics) |  |
| **21** | **24/02/2023** | Advanced UI Design | Character Movement  TPS Part 3 (Motion Graphics) | Game Pitch Due |
| **23** | **10/03/2023** | Level and Environmental Design | | Level and Environmental Design |
| **24** | **17/03/2023** | Lighting, Textures and Materials Design | Lighting, Textures, Materials | Weekly Stand-up Meeting during Lab |
| **25** | **24/03/2023** | Game Juice and Feel I | Cascade Particle System and Audio System | Weekly Stand-up Meeting during Lab |
| **29** | **29/03/2022** | Game Juice and Feel II | Sequencer | Weekly Stand-up Meeting during Lab |
| **30** | **05/04/2022** | Module Summary and Reflection | Demonstrations | Weekly Stand-up Meeting during Lab |

**IMAT210 Game Engines – Module Schedule 2022 – 2023\***

*\*Please take this as a guide and may be subject to change.*

*Only weeks where there is a scheduled class are listed.*