COURSE PLAN

Course Information	*Enter course information into the cells below.*
Course Title:	Physics and Simulation 2
Course Code:	INFO-6022
Program:	GDP1: Game Development – Advanced Programming
School:	ITY
Term:	Winter
Prepared by:	Michael Feeney

The Course Plan provides an outline of topics that support the course learning outcomes and essential employability skills. It also provides an overview with respect to the scheduling of topics, required preparation for each topic and corresponding learning resources and evaluation items. Using the course plan will help you manage your time to get the most from the course and complete the evaluation items on time. Academic calendar dates are posted [here](.).

Time	Topic	Delivery Details: Evaluation
Week 1	Dynamic collision ("continuous collision detection")	
Week 2 – 3	Soft bodies (springs, cloth, etc.)	
Week 4	Rotations (momentum, rotational velocity, torque, etc.)	
Week 5 – 6	Constraints (Rigid)	Project #1
Week 7	Mid-term	
Week 8 – 10	Middleware introduction and integration	
Week 11	Optimization	
Week 12	Islands/stacked objects/stability	Project #2
Week 13	Forward Kinematics (this will carry over, though)	
Week 14	Optional: Fluid simulation, Vehicular motion	
Exam Week	Final Exam, Game Jam, Project #3	Final Exam/Game Jam, Project #3

Note: The Course Plan may change according to students' learning needs and/or unanticipated disruptions. You will be notified of any significant change via FOL prior to changes being implemented as specified in Policy A113.