**Advanced Game Development: Week 1-3 Assignments**

Submit assignments via GitHub : [https://github.com/](https://github.com/mcteapot/CTIN485L_AdvancedGameDevelopment_Spring2016)

Create a Github account and user subversion to upload project and email assignment by week 1 and add **mcteapot** to project or email link to [**archieoi@gmail.com**](mailto:archieoi@gmail.com)**.** Progress will be tracked.

**Assignment Week 1 – Rig & Animate Character**Characters are the bread and butter of game development, understand how to create a 3d character from scratch and integrate into Unity game engine.

Start from a 2d concept; create model charter inside of a 3D application of choice. Create walk, idle, and run cycles and integrate into Unity player controller.