

MONDAY			TUESDAY			WEDNESDAY			THURSDAY			FRIDAY		
04-oct			05-oct			06-oct			07-oct P1	Industry Introduction JAAJ P		08-oct		
11-oct	HOLIDAY		12-oct	HOLIDAY		13-oct			14-oct	Project Scrum + GitHub RPGJT		15-oct		
18-oct	C++ VGMGI S P		19-oct	Industry Hist, Ind, Dev MRTJT		20-oct			21-oct	C++ VG C++ & Video games CFSS P		22-oct		
25-oct	C++ VG Advanced C++ CFS S P		26-octX1	Game Design Creativity JAAT		27-oct			28-oct	C++ VG 3D Graphics CFSS P		29-oct		
01-nov	HOLIDAY		02-nov	Project Team Building JAAT		03-nov			04-nov	C++ VG FPS Cameras MGIS P		05-nov		
08-novP2	C++ VG OpenGL CFS S P		09-nov	Tech. and Dev. Adv. Graphics JAAT		10-nov			11-nov	C++ VG ImGui Editor Toolset MGIP		12-nov		
15-nov	C++ VG Texturing CFS S P		16-nov	Tech. and Dev. Adv. Graphics II JAAT		17-nov			18-nov	C++ VG Geometry loading CFSP		19-nov		
22-nov	3D Game Engine Advanced Camera CFS S P		23-nov	3D Game Engine Space Partitioning JAAS P		24-nov			25-nov	3D Game Engine Framerate & Timers MGIS P		26-nov	DEMO DAY 2020/21	
29-nov	3D Game Engine Scene Management MGIS P		30-nov	Level Design Fundamentals of LD PBMP		01-dic			02-dicX2P3	3D Game Engine Shaders & Lighting CFSP		03-dic		
06-dic	HOLIDAY		07-dic	HOLIDAY		08-dic			09-dic	3D Game Engine Binary Files MGISP		10-dic		
13-dic	3D Game Engine Scene Serialization MGIS P		14-dic	Level Design Sketching-Creativity PBMP		15-dic			16-dic	3D Game Engine Materials CFSP		17-dic		
20-dic	3D Game Engine Profiling, Picking MGIS P		21-dicP4	Level Design Teams PBMP		22-dic			23-dic			24-dic	HOLIDAY	
27-dic	HOLIDAY		28-dic	HOLIDAY		29-dic			30-dic	HOLIDAY		31-dic	HOLIDAY	
03-ene	HOLIDAY		04-ene	HOLIDAY		05-ene			06-ene	HOLIDAY		07-ene		
10-ene	3D Game Engine RT Lights CFS S P		11-ene	Level Design Modeling PBMP		12-ene			13-ene	3D Game Engine File System MGISP		14-ene		
17-ene	Level Design 3ds Max for LD PBMPJ P		18-ene	Industry Production RHDJT		19-ene			20-ene	3D Game Engine Normal Maps CFSP		21-ene		
24-ene	Level Design Implementación PBMPJ P		25-ene	Industry Adv. Production RHDJT		26-ene			27-ene	3D Game Engine Gameplay Systems MGISP		28-ene		
31-ene	Level Design Placeholders PBMPJ P		01-feb	Tech. and Dev. Adv Graphics III JAAT		02-feb			03-febX3	3D Game Engine Presentation CFS + MGISP		04-feb		
07-feb	Level Design Rosebud Games TSMJ P		08-feb	Tech. and Dev. Curves JAAT		09-feb			10-feb	AI & Gameplay Syst Resource Manager MGIS P		11-feb		
14-febX4	Level Design Demos PBMP + MRTJ p		15-feb	Game Design Fun! OBRJT		16-feb			17-feb	Graphics & Anim Animation I CFSP		18-feb		