

# Schedule

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## January 8 & 10 Week1 : Introductions

Syllabus, introduction to the class, low-stake assignments, markdown, git, Unity & GitHub setup.

## January (Holiday) 15 & 17 Week2 : Setup

Unity Setup w/licenses, Unity Editor Introduction, Unity Package Manager, Unity project setup with Version Control Basics, and DIY Unity Learn.

## January 22 & 24 Week3 : Setup

Project Mod Introductions. Continuation of Unity Editor and Project Management, Unity Package Manager, Unity's Component Model, Object Oriented Concepts, Data Oriented Concepts, and GitHub Project Plan.

## January 29 (Remote-Async) & 31 Week4 : Pre-Pitch

Unity Editor Tags/Layers, Unity I/O, Unity Event System, URP, Importing 2D/3D Assets, & General Scripting Practices. Observer and Humble Pattern Introduction.

## February 5 & 7 Week5 : Pre-Pitch

Continuation of Unity Editor and scripting practices (CAMEL or SNAKE?!), Observer/Humble, I/O, importing assets, exploring content capture applications, and initial draft of your project plan.

## February 12 & 14 Week6 : Pre-Pitch

Continuation of Observer/Humble, I/O, Unity Raycasts, Custom Unity Packages, and Unity Physics.

## February 19 & 21 Week7 : Pitch.High Level

Custom Unity Packages & Mobile Deployment Models. Content Delivery Services. Canvas: User Interface, Unity UI Toolkit, and Saving Player Data.

## February 26 & 28 Week8 : Pre-Production.Document

## **Project plans are due**

Prefab workflow continuation and Introduction to Asset Bundles.

## **March 4 & 6 Week9 (SPRING BREAK) : Pre-Production**

NOTHING!

## **March 11 & 13 Week10 : Production.Skeleton**

AAA Industry Expert Visit Q&A, Project planning second phase of the semester

## **March 18 & 20 Week11 : Production.Skeleton**

PolyBrush and ProBuilder. Level Design continuation.

## **March 25 & 27 Week12 : Production.First-Intention-Pass**

- Dip into Unity Animation Rigging [2D](#) & [3D](#)

Field Trip: Motion capture at VMASC 3-27: 2-4pm.

## **April 1 & 3 Week13 : Production.Alpha**

2D Mod Example Recap

## **April 8 & 10 Week14 : Production.Alpha**

3D Mod Example Recap

## **April 15 & 17 Week15 : Production.Beta**

Flex Week - cover anything that fell off and work towards final project completion (Final Project due April 22st)

## **April 22 Week16 : Production.Closing**

Last day of the semester and all final projects have to be submitted by end of class.

## **April 26 : Production.Gold**

**Friday:** Exam Block 3:45-6:45, "[SHOW ME WHAT YOU GOT](#)"