

Schedule



A porcupine wearing a backpack and a hardhat with a light looking for the loot, digital art

August 29 & 31

Introductions to the class and Software Setup.

September (Holiday) 5 & 7

GitHub Desktop Setup, & Version Control Basics

September 12 & 14

[Unity Interface Introductions](#), [Unity Package Manager](#), & Setting up Unity and Version Control

September 19 & 21

[Unity Input System](#), Unity Editor Tags/Layers, Unity Event System, Importing 2D/3D Assets, & Look into Unity Learn Pathways

September 26 & (No Class) 28

[Unity Learn Pathway](#) with GitHub Project Board

October 3 & 5

UI, [Unity Prefabs](#), [Scriptable Objects](#), and Saving Player Data - Turn in Project Proposals

October (No Class) 10 & 12

Fall break: [Unity Raycasts](#) and [Unity Physics](#) - Project Feedback

October 17 & 19

[Visual Scripting](#)

October 24 & 26

[Unity Timeline](#), [Cinemachine](#), & [Recording Videos](#)

October 31 & 2

[Audio Systems](#) & [Terrain](#)

November 7 & 9

VFX Systems & Particle Systems and more Particle Systems

November 14 & 16

Compiling for WebGL, Graphics Pipeline, and Asset Management with ProBuilder/PolyBrush

November 21 & (Holiday) 23

Flex Day - cover anything that fell off

November 28 & 30

Chance I'm out this entire week: virtual class via remote Zoom: Scene Management & Deployment

December 5 & 7

Flex Week - cover anything that fell off and work towards final project completion

December 16

Friday: "SHOW ME WHAT YOU GOT"