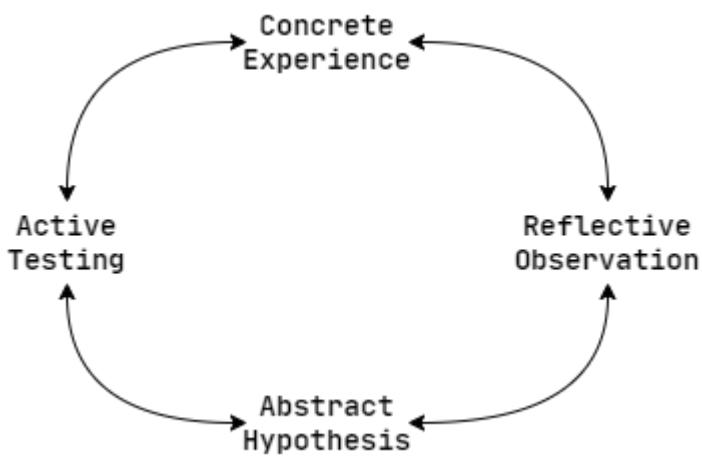


2023 Spring Semester Contract



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

This is your contract, also known as a PULSE Check document. **P**rogressing **U**pward **L**earning & **S**elf-Evaluating. This system is based around two progress check-in with an optional one in the middle of the semester. It's tied to a learning cycle that deals with concrete experiences, reflective observation, abstract hypothesis, and active testing ¹.



PULSE Agreement Check-ins

- Beginning of Semester (2-3 weeks)
- End of Semester (12-16 weeks)

Project Idea

In our first one-on-one meeting you will spend a couple minutes explaining your project idea and its associated game kit that you will be modding, we will use these few minutes to make adjustments and scope it correctly based on your interests. We will also identify if you want to follow the Unity Learn Pathway or the Unity Software Package Pathway. Both will require some level of Unity Learn.

PROJECT MOD DETAILS

Which Kit are you using?

FPS Kit

[Creator Kit: FPS Documentation](#)

Rubys Adventure Kit

[2D Beginner:Adventure Game Unity Learn](#)

Lost Crypt Kit

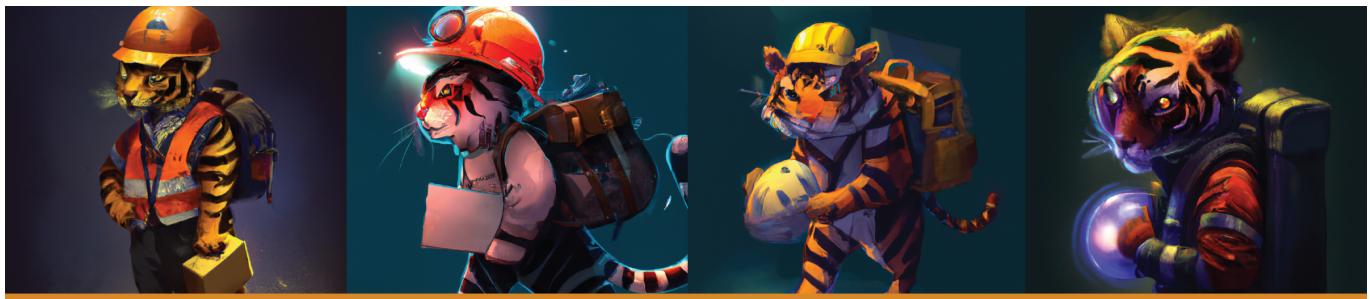
[Unity Blog About Lost Crypt Kit](#)

Dragon Crashers Kit

John Lemons Haunted Jaunt Kit

[Accompany Learn Tutorials](#)

1: Image recreated from the work by Paul Hanstedt in '[Creating Wicked Students](#)'



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

Unity Learn Game Pathway

Unity has great resources for their [Unity Learn platform](#). A major portion of this class is utilizing those services, please identify which Unity Learn Pathway you want to explore and then how that pathway could help lead towards a potential certification opportunity later after this class.

This is an **EXAMPLE!!**

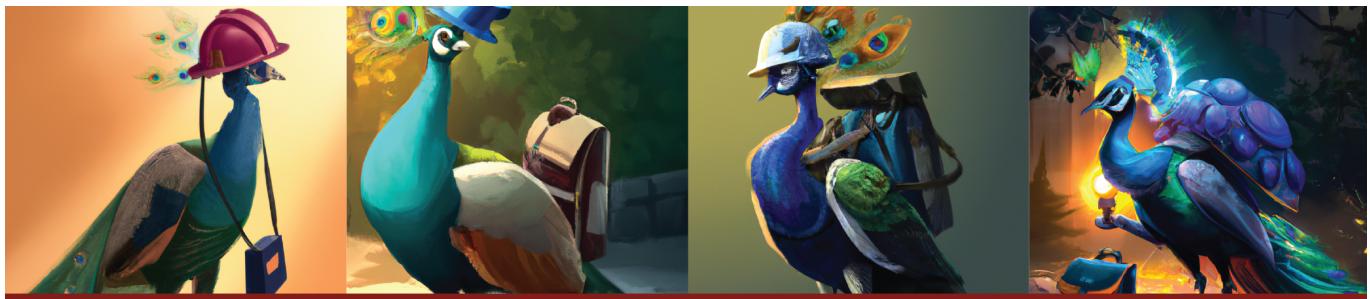
Combination of Creative Core, Junior Programmer, and 3D-Kit Tutorial

Setup an account with Unity, go to the Unity Learn environment and look between the [Creative Core](#), the [Junior Programmer](#), and the [3D-Game Kit](#) learning pathways. Come up with a combination of learning modules that work across these pathways - that will help build towards the more general developer certification. These pathways is what you will work on throughout the weeks and over the course of the class. You should expect to put roughly 30-40 hours in towards the Unity Learn system. At the end of the class you will be required to show that your Unity Learn pathway's have generated significant progress.

Unity Certification Interests?

This isn't required but some of the more advanced students in the past expressed interest in working towards a certificate.

Interested in the [Game Developer](#) unity certification.

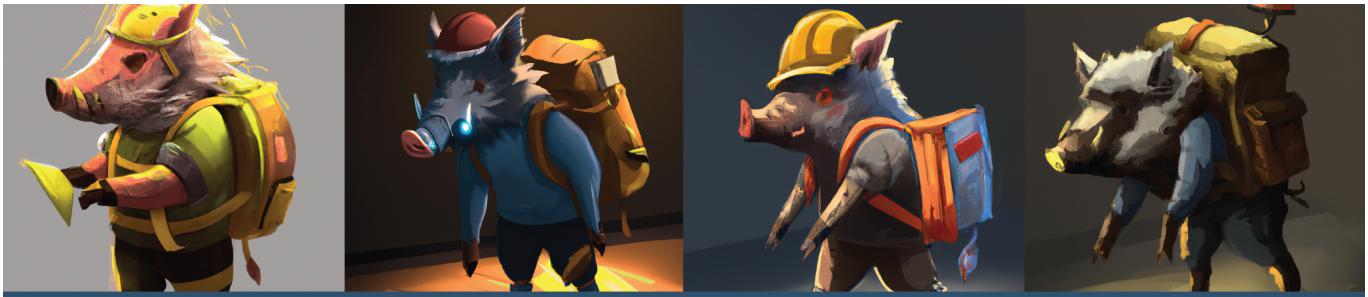


A peacock wearing a backpack and a hardhat with a light looking for the loot, digital art

Unity Software Package Pathway

Are you more geared towards coding and programming? Do you want to build Unity Editor tools? I am introducing this pathway in 2024 as I feel there are small select group of students who take this class who come with more advanced programming knowledge and/or have a background in Computer Science and/or have taken advanced mathematics via say an Engineering Degree program. This might suite your interests a little better than the generic Game Pathway option above.

In this pathway you will be required to host a Unity git standards project with supporting documentation, correct formats, correct changelog, samples, and have it be utilized in your 'mod' project. This is a more advanced pathway and I will work with you to better understand what its requirements will be as they will be more unique for each individual and their goals/needs. This will also a light load in Unity Learn - but probably more focused on the [programming Unity Learn Pathway](#).



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

Project Contract 'The Basic B'

All contracts are broken out into low-stake, medium-stake, and high-stake assignments as a list and will be customized to your project plan after our first one-on-one meeting.

Low Stake Assignments

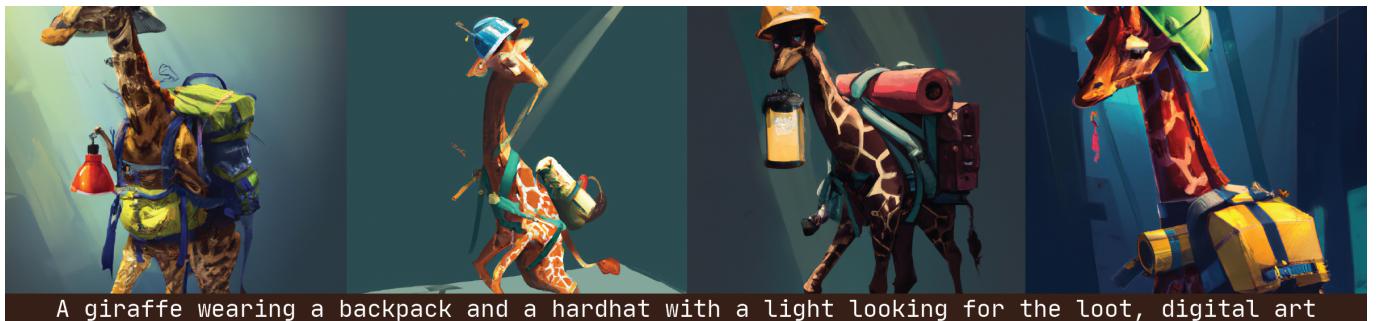
- Weekly Exit Ticket: *Complete 8 of them*
- GitHub Profile Setup
- PULSE Agreement Check-in Num.1: *Appointment Details*
- Student Questionnaire
- Unity Account Setup and Forum Registration: *One Question and/or post to the Unity Forums*

Medium Stake Assignments

- Create your Unity3D Learning Plan and/or Software Pathway
- GitHub Project Generation from Unity Mod
- 1. Unity Weekly Canvas Assignment: *Canvas Details*
- 2. Unity Weekly Canvas Assignment: *Canvas Details*
- 3. Unity Weekly Canvas Assignment: *Canvas Details*
- 4. Unity Weekly Canvas Assignment: *Canvas Details*
- 5. Unity Weekly Canvas Assignment: *Canvas Details*
- 6. Unity Weekly Canvas Assignment: *Canvas Details*

High Stake Assignments

- End Project GitHub Pull Request Submission
- End Project Unity Project compiles and maybe runs on device



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

Project Contract 'The Advanced A'

Included everything from the [basic B](#) but includes the following additions

Additional Low Stake Assignments

- Weekly Exit Ticket: *complete 4 more for a total of 12*
- PULSE Agreement Check-in Num.2: *Appointment details*

Additional Medium Stake Assignments

- 7. Unity Weekly Canvas Assignment: *Canvas Details*
- 8. Unity Weekly Canvas Assignment: *Canvas Details*

Additional High Stake Assignments

- End project has zero errors upon opening in Unity
- Finish all Unity Learn Modules you identified and/or have your Unity Package hosted via your GitHub account

Possible Bonus Opportunities

- VMASC Visit
- Motion Capture Participation
- [ODU English Language Center](#) Conversation Partner Program
- Random in class things I will be doing throughout the semester that are 100% unannounced and totally random even I don't know what they are yet.