

# Schedule of the workshop:

## Day 1:

Expected (and unexpected) tasks of the Programmer: How can we be prepared?

Custom Inspectors

## Day 2:

Custom Editor Extensions

Scriptable Objects

## Day 3:

Talk about the game industry. How to get your first job etc.

Q&A for Assignment and Exercises

## Day 4:

Work on assignment

## Day 5:

Present your work

Open discussion based on learnings from MGP1.

What can be used for MGP2?

