

## DELIVERY SCHEDULE

<b>Training Product Name and Code:</b>	ICTICT406 - Build a graphical user interface
<b>Subject Cluster Name:</b>	GUI
<b>Teacher:</b>	Andrew Capela
<b>Head teacher:</b>	Suzanne Sumsky

Assessment events		Due Dates
Assignment 1 - Menu Systems		11/09/2020
GUI Quiz		16/10/2020
Assignment 2 - Character Controls and HUD Systems		13/11/2020
		Assessment Event
Week 1	Introduction to canvas and Unity project Settings	Assignment 1 - Menu Systems
Week 2	Buttons, Menu, Settings and PlayerPrefs	
Week 3	Pausing, In world UI, Health Bar	
Week 4	Keybindings,	
Week 5	Audio settings	
Week 6	Saving and Loading Loading game Async	
Week 7	Character movement	
Week 8	camera controls fps/tps. Testing GUI.	
Week 9	UML, UI Layout design, Colour palette and theme	
Week 10	Quiz Adding Crouch, Walk and Run to our character.	GUI Quiz
Week 11	Assignment 2 introduction Display Health, Mana, Stamina,	Assignment 2 - Character Controls and HUD Systems
Week 12	Damage indicator. Death screen, respawn	
Week 13	Setting Up GU, Player Icon, Mini Map, Cursor, Crosshair, Death screen	
Week 14	Location/enemy Markers	
Week 15	Blocking out Screens. Documenting design outcomes	
Week 16	Tying it all together (Player controller, linking it to UI etc)	
Week 17	Practical Work/Revision	
Week 18	Practical Work/Revision	