

Course Overview

Lec	Start Week	Modules	Topics	Assignments
1	3 Aug	Mod 1.1, 1.2	Course Overview, Design Process	
2	10 Aug	Mod 2.1, 2.2, 2.3, 2.4	Unity3D Introduction, Introduction C#, Variables and Components, Hello World	
3	17 Aug	Mod 3.1, 3.2, 3.3	Booleans, Loops, Lists and Arrays	Assign 1 21 Aug, 11:00 pm
4	24 Aug	Mod 4.1, 4.2	Functions and Parameters, Debugging	
5	31 Aug	Mod 5.1, 5.2	Classes, Object Oriented	
6	7 Sep	Mod 6.1, 6.2, 6.3	Agile Processes, Risks and Prototypes, Testing	
7	14 Sep	Mod 7.1, 7.2	Puzzles, Guiding the Player	Assign 2 18 Sep, 11:00 pm
8	21 Sep	Mod 8.1	Game Physics	
9	12 Sep	Mod 9.1	AI for Games	
10	19 Oct	Mod 10.1, 10.2	Game Interface, Storytelling in Games	
11	26 Oct	Mod 11.1, 11.2	Graphics Pipeline, Animation in Games	Assign 3 1 Nov, 11:00pm
12	2 Nov	Mod 12.1, 12.2	Networked Games, Course Review	

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:00 - 9:00	INFT3960 Lecture ICT 328				
9:00 - 10:00		INFT3960 Lab 1 ICT 397 Fayeem			
10:00 - 11:00					
11:00 - 12:00					
12:00 - 1:00		INFT3960 Lab 2 ICT 397 Nathan			
1:00 - 2:00					
2:00 - 3:00		INFT3960 Lab 3 ICT 397 Nathan			
3:00 - 4:00					
4:00 - 5:00					
5:00 - 6:00					
6:00 - 7:00					
7:00 - 8:00					
8:00 - 9:00					

No
labs/tuts
in week 1

Course Details

Course Overview (Lec 1)
Course Review and Exam (Lec 12)

Game Design

Design Process (Lec 1)
Puzzles (Lec 7)
Guiding the Player (Lec 7)

Unity 3D and C#

Unity3D Introduction (Lec 2)
Introduction C# (Lec 2)
Variables and Components (Lec 2)
Hello World (Lec 2)
Booleans (Lec 3)
Loops (Lec 3)
Lists and Arrays (Lec 3)
Functions and Parameters (Lec 4)
Debugging (Lec 4)
Classes (Lec 5)

Development Process

Object Oriented (Lec 5)
Agile Processes (Lec 6)
Risks and Prototypes (Lec 6)
Testing (Lec 6)

Core Game Concepts

Game Physics (Lec 8)
AI for Games (Lec 9)
Game Interfaces (Lec 10)
Storytelling in Games (Lec 10)
Graphics Pipeline (Lec 11)
Animation in Games (Lec 11)
Networked Games (Lec 12)

Course Details

Game Design

Unity 3D and C#

Development Process

Core Game Concepts

Assignments

