Course Schedule: CS 38101 Introduction to Game Programming Fall 2020

Course Dates: Aug 28th – Dec 20th

Module	Dates	Week	Assessments	Possible Points	Due Date
1	08/27/2020 – 08/30/2020	1	-	-	-
2	08/31/2020 – 09/06/2020	2	Discussion 1	10	Sunday, Week 2 by 11:59PM EST
2	09/7/2020 – 09/13/2020	3	Assignment 1	50	Sunday, Week 3 by 11:59PM EST
3	09/14/2020 – 09/20/2020	4	Discussion 2	10	Sunday, Week 4 by 11:59PM EST
3	09/21/2020 – 09/27/2020	5	Assignment 2	50	Sunday, Week 5 by 11:59PM EST
4	09/28/2020 – 10/04/2020	6	Discussion 3 Project Plan 0	10 5	Sunday, Week 6 by 11:59PM EST Sunday, Week 6 by 11:59PM EST
4	10/05/2020 – 10/11/2020	7	Assignment 3	50	Sunday, Week 7 by 11:59PM EST
5	10/12/2020 – 10/18/2020	8	Discussion 4 Project Plan 1	10 5	Sunday, Week 8 by 11:59PM EST Sunday, Week 8 by 11:59PM EST
5	10/19/2020 – 10/25/2020	9	Assignment 4	50	Sunday, Week 9 by 11:59PM EST
6	10/26/2020 – 11/01/2020	10	Discussion 5 Project Plan 1	10 5	Sunday, Week 10 by 11:59PM EST Sunday, Week 10 by 11:59PM EST
6	11/02/2020 – 11/08/2020	11	Assignment 5	50	Sunday, Week 11 by 11:59PM EST
7	11/09/2020 – 11/15/2020	12	Project Plan 3	5	Sunday, Week 12 by 11:59PM EST
7	11/16/2020 – 11/22/2020	13	Assignment 6	50	Sunday, Week 13 by 11:59PM EST
	11/23/2020-11/29/2020		Thanksgiving break		
8	11/30/2020 – 12/06/2020	14	Project Plan 4	5	Sunday, Week 14 by 11:59PM EST
8	12/07/2020 – 12/13/2020	15	Final Project Report	100	Sunday, Week 15 by 11:59PM EST