mouseandthebillionaire /
Cart315

<> Code   ⊙ Issues   ⇡⇣ Pull requests   ▷ Actions   ⊞ Projects   ⊘ Security   ⬚ Insights

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Cart315 / **course-information** / **schedule.md** ⧉

mouseandthebillionaire   Initial commit   2 weeks ago   •••   ⟲

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⬚   ᵍⁱᵗ main ⌄   **Cart315** / **course-information** / **schedule.md**   ↑ Top

Preview   Code   Blame   Raw ⧉ ⬇   ✎ ⌄   ☰

Course Schedule

Week 1

Class Session: January 18

- Class intro and syllabus
- Topic: Scoping
- Tools demonstration
  - Twine
  - Ink
  - Bitsy
- Assignment introduction: Make a thing!

Week 2

Prep Material

- Read: IGDPAD, Chapters 16-19

- Watch: [Getting Started with Unity](#) from Unity Learn

Class Session: January 25

- Assignment presentations
- Intro to source control with Git & Github
- Unity basics 1
- Collector Game

Week 3

Prep Material

- Read: [IGDPAD](#), Chapters 20-24
- Watch (from Unity Beginning Gameplay Scripting):
  - [Scripts as Behavior Components](#)
  - [Variables and Functions](#)
  - [Data Types](#)
  - [IF Statements](#)
  - [Switch Statements](#)
  - [Loops](#)
  - [Arrays](#)

Class Session: February 1

- Topic: Prototyping
- Unity basics 2
- Pawng

Week 4

Prep Materials

- Read: [IGDPAD](#), Chapters 26-28
- Watch (from Unity Beginner Gameplay Scripting):
  - [Debugging](#)
  - [Classes](#)
  - [Look At](#)

- Enumerations
- Update and Fixed Update

Class Session: February 8

- Unity basics 3
- Breakin' Out
- Assignment introduction: Prototypes and Design Journal

Week 5

Prep Materials

- Read: IGDPAD, Chapters 25

Class Session 5: February 15

- Debugging Practicum
- Topic: Playtesting
- In-class playtests

Week 6

Prep Materials

- Read: IGDPAD, Chapter 7, *Acting Like a Designer*
- Watch: How Cuphead's Booses (Try to) Kill You, from Game Maker's Toolkit

Class Session: February 22

- SHMUP Remix Presentations
- Topic: Getting Ideas for Games
- Ideation Workshop
- Unity Workshop

February 26 - March 3: Reading Week | No Class

Session 7: March 7

- Exploration Prototype 1
- In-class playtests

Session 8: March 14

- Exploration Prototype 2
- In-class playtests

Session 9: March 21

- Iterative Prototype 1
- In-class playtests

Session 10: March 28

- Iterative Prototype 2
- In-class playtests

Session 11: April 4

- Iterative Prototype 3
- In-class playtests

Session 12: April 11

- Assignment introduction: Project finalization

Session 13: ??? Final Presentations

Iterative prototype playtest notes & reflections due Final project presentations (12%)