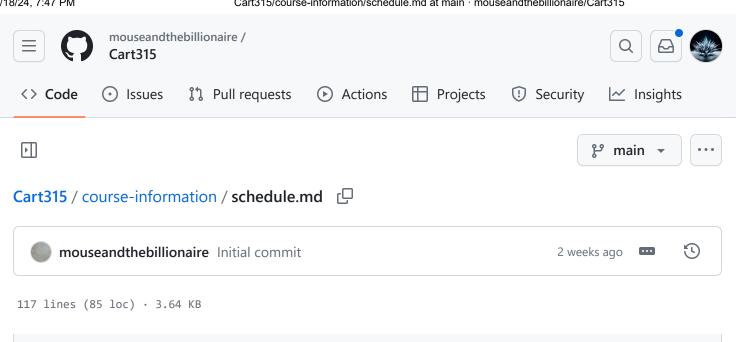
Preview



Cart315 / course-information / schedule.md

Course Schedule

Blame

Week 1

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Code

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

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• 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%)