CS 11 Project Proposal

As my project, I plan to master Unity and C#. I will be using the official online course provided by Unity (https://learn.unity.com/course/create-with-code), which is supposed to take 37 hours 10 minutes total.

Each week, I will complete 3-4 hour worth of the course (about half a unit) and submit lab code and quiz results. Below is my plan for the course:

Week	Task
1	Project proposal and set up Unity
2	Complete Getting Started tutorial (https://learn.unity.com/course/getting-started-with-unity, 4 hours 10 minutes) and Getting Started unit (https://learn.unity.com/project/getting-started?courseId=5cf96c41edbc2a2ca6e8810f, 30 min)
3	Unit 1 - Player Control https://learn.unity.com/project/unit-1-driving-simulation?courseId=5cf96c41edbc2a2ca6e8810f (up to lesson 1.3)
4	Finish Unit 1
5	Unit 2 - Basic Gameplay https://learn.unity.com/project/unit-2-basic-gameplay?courseId=5cf96c41edbc2a2ca6e8810f (up to lesson 2.3)
6	Finish Unit 2
7	Unit 3 - Sound and Effects https://learn.unity.com/project/unit-3-sound-and-effects?courseId=5cf96c41edbc2a2ca6e8810f (up to lesson 3.3)
8	Finish Unit 3
9	Unit 4 - Gameplay Mechanics https://learn.unity.com/project/unit-4-gameplay-mechanics?courseId=5cf96c41edbc2a2ca6e8810f (up to lesson 4.3)
10	Finish Unit 4