

CI328+CI587 Lecture Schedule and Key Events

The module will be delivered on-site a one 2-hour lecture and one 2-hour lab each week. Please check your personal timetable to confirm the time/location of each session.

The Semester 1 Lectures folder will contain more information about each week's lecture. A draft summary is provided below.

Week	Topic
0	Welcome week – no lecture
1	Module Introduction
2	Making a canvas-based game and introduction to Phaser
3	Starting a simple Phaser game
4	Completing the Phaser game adding phaser audio
5	DIY Trigonometry and Physics
6	Collisions, Reactions and Phaser Arcade Physics
7	Tile based worlds and tools
8	Phaser tile support
9	AI 1 - Very simple DIY AI
10	AI 2 – Trees, Decisions and Pathfinding
11	AI 3 - More trees, MiniMax, a complete Noughts and Crosses game
12	Isometrics 2.5 D
14 Jan Assignment Hand-in	
13	Assignment show & tell sessions