**Advanced Game Development: Assignments**

Level Submit assignments via GitHub : <https://github.com/mcteapot/CTIN485L_AdvancedGameDevelopment_Spring2016>

Email Name of GitHub account to gain access.

Under folder Assignments/Week# and insert Name and Link to Assignments

**Assignment Week 1 – Geometry Layout**

Build two – three rooms in a house or building inside a level; be creative about it. Construct a simple Level Blueprint with an automatic opening door. Finally build the level for OSX and Windows and submit compiled project zip with a link in GitHub.