Module 1: Intro and warm up

* 1.1: Basic Simple Project
* 1.2: Scripts on Game Objects
* Ready for Exercise-1

Module 2: Object Control and User Interface

* ObjectNavigation (2.2)
* Prefabs (2.3)
* Collisions + Color + Texture (2.5)
* GameManager+Simple UI (2.4)
* UI + Packages (3.1)
* UI-CoolDownBar (3.2)
* Ready for [EX2](https://myuwbclasses.github.io/IntroGameDevelopment/Exercises/EX2/Ex2-Solution-WebGL/):
  + Do we know how to determine when outside of camera?

Check:

1. Module-1 self-exercise, rebuild
2. Project: preference External Tool is VSC?
3. Using Time.smoothDeltaTime?
4. Any .bak files?
5. Any useless files in the Asset?
6. SliderBar: Navigation: None
7. Camera: has no undefine script!
8. Build WebGL
   1. 2.5, 2.6

Module 3: Behaviors

* GradualRotation+Chasing (3.3)
* AutonomusMovement (3.4)
* FSM (3.5)
* FSM+Random (3.6)
* Orbiting (3.7)
* 4.6: Level and Persistence
* Ready for [EX3](https://myuwbclasses.github.io/IntroGameDevelopment/Exercises/EX3/Ex3-Solution-WebGL/)

Module 4: Camera + Finer behaviors

* 2.1:
* 4.1 to 4.5

Module 5: Unity Specific Features

* CoRoutine
* ScriptableObject
* Unity Physics: Dynamics