VR Curriculum

## Monday

Morning: Tutorial 1 - Intro to Unity

Mid-Morning: Tutorial 2 - IF statements and controller bindings

AfterNoon: Tutorial 3 - Else statements and controller interactions

## Tuesday

Morning: Tutorial 4 - Conditional AND and Informational Methods

Mid-Morning: Tutorial 5 - Conditional OR and Object Behavior Methods

Afternoon Tutorial 6 - Global Behavior and the Game Manager

Tutorial 7 - Loops and Object Creation and Destruction

## Wednesday

Morning Tutorial 8 - Arrays and Object Collisions

Mid-Morning Tutorial 9 - Additional Methods

Afternoon Begin individual game design

Begin implementing individual games

## Thursday & Friday

All Day : Work on individual games