

Week	Day	Date	Topic	Activities	Deliverables	Points	Who
1	Wed	29-Aug	Introduction. Lecture [Crash Course in html]				
	Fri	31-Aug	Lecture [Crash Course in CSS]	Udemy HTML and CSS Foundations. Phaser.com - Getting Started: Phaser 2 / Phaser CE.			
2	Mon	3-Sep	Labor Day	Udemy: Javascript Fundamentals.			
	Wed	5-Sep	Lecture [Crash Course in Javascript]	Phaser.com - Making your first game.			
	Fri	7-Sep	Technical Q&A	Udemy Making Games With Phaser 2.X: Prologue & Notes. & Javascript Fundamentals			
3	Mon	10-Sep	Lecture [Ideation & Genres]	Udemy: More Advanced Javascript and Phaser Prep			
	Wed	12-Sep	Lecture [Game Design]	Udemy: Phaser			
	Fri	14-Sep	Phaser & Technical Q&A	Udemy: Phaser	Aptitude Self-Assessment		Ind
4	Mon	17-Sep	Lecture [2D Level Design] and Announce Teams		Mind Map & Interactive Demo	10	Ind
	Wed	19-Sep	Lecture [Prototyping]		Team Mind Map & Genre Analysis	5	Ind/Team
	Fri	21-Sep		Pitching	Paper Prototype	5	Team
5	Mon	24-Sep	Lecture [Agile Dev Method I]		Game Pitch Document	10	Team
	Wed	26-Sep	Lecture [Agile Dev II] and [Trello]		Team Eval 1		Ind
	Fri	28-Sep	Lecture [Version Control] & [Testing]				
6	Mon	1-Oct	Sprint Review	Sprint Review	Sprint 1: Proof of Tech & Art		
	Wed	3-Oct	Lecture [UI Design]				

	Fri	5-Oct	Lecture [Dude I]				
	Mon	8-Oct	Sprint Review	Sprint Review	Sprint 2: Production proof of Art & Design	5	Team
7	Wed	10-Oct	Lecture [Dude II]		Team Eval 2		Ind
	Fri	12-Oct	Lecture [Tutorial Level] & [Playtesting]				
	Mon	15-Oct	Sprint Review		Sprint 3: Proof of Gameplay		
8	Wed	17-Oct	Lecture [Team Problems] & [Presentations]				
	Fri	19-Oct		Sprint Presentations, Teams 1 - 4			
	Mon	22-Oct	Playtest Day	Playtest	Sprint 4: Pre-Alpha (Tutorial Level)	5	Team
9	Wed	24-Oct		Sprint Presentations, Teams 5 - 8	Tutorial Test Report		
	Fri	26-Oct		Sprint Presentations, Teams 9 - 12	Team Eval 3		Ind
	Mon	29-Oct	Sprint Review	Sprint Review	Sprint 5: Midway Check		Team/Ind
10	Wed	31-Oct		Sprint Presentations, Teams 13 - 16			Team
	Fri	2-Nov		Sprint Presentations, Teams 17 - 20			
	Mon	5-Nov	Playtest Day	Playtest	Sprint 6: Alpha		Team
11	Wed	7-Nov	Playtest Day			5	
	Fri	9-Nov	Lecture [Serious Games]	Trello Check	Alpha Test Report & Team Eval 4		Ind
	Mon	12-Nov	Sprint Review		Sprint 7: Alpha Fix		Team
	Wed	14-Nov	Lecture [Careers] & [Getting a job]				
12	Fri	16-Nov	Lecture [Job Artifacts 1]				
	Mon	19-Nov	Playtest Day	Playtest	Sprint 8: Beta		Team
13	Wed	21-Nov	Thanks!				
	Fri	23-Nov	Thanks!				
	Mon	26-Nov	Lecture [Job Artifacts 2]		Sprint 9: Beta Fix & Beta Test Report	5	Team/Ind
14	Wed	28-Nov	Lecture [Job Hunting]				
	Fri	30-Nov	Production				
	Mon	3-Dec	Trailer Show		Trailer	5	Team

15	Wed	5-Dec	Game Show	Sprint 10: Final Polish		
	Fri	7-Dec	Production	Final Team Eval		Ind
15+	Mon	10-Dec	Closure	Course Reflection	5	Ind
				Release to Distribution	10	Team
	Thu	13-Dec	Digital Demo Day	Release to Public	-	Team
				Sprint Presentation	10	Team
				Team Evaluations	5	
				Professionalism	15	Ind
TOTAL					100	