

1	What is this class and what is game creation?	No hw	Adrian+Carter
2	First look at Unity: GameObjects, Scenes, and Components.	In-class exercise	Adrian
3	Wrangling Unity: Inspector, Physics, Scripts, and Prefabs	In-class exercise	Adrian
4	The Asset Pipeline and You: Texture/Sound design GIMP and Audacity.	In-class exercise	Carter
5	Move it: Intro to Animation in Unity	In-class exercise	Carter
6	Adding a dimension: Making 3D models with Blender	In-class exercise	Adrian
7	Design Doc Workshop	Design Doc due	Adrian+Carter
8	Adv Topic: Using the interface: User interface, design and implementation	In-class exercise	Carter
9	Adv Topic: Messing with Materials: Materials and Unity's Shadergraph	In-class exercise	Adrian
10	Adv Topic: Lots of Lights: Lighting and Image Effects in Unity	In-class exercise	Adrian
11	Adv Topic: TBD	In-class exercise	Carter
12	Making a Game: Design discussion and workshop	no-hw	Adrian+Carter
13	Workshop	no-hw	
14	Thanksgiving Break	No class	
15	Finishing a Game: Design discussion and workshop	no-hw	Adrian+Carter
16	Post-Mortem	Final Project due	Adrian+Carter