

1	What is this class and what is game creation?	No hw	All
2	First look at Unity: GameObjects, Scenes, and Components.	In-class exercise	Woody
3	Wrangling Unity: Inspector, Physics, Scripts, and Prefabs	In-class exercise	Sebastian
4	The Asset Pipeline and You: Texture/Sound design GIMP and Audacity.	In-class exercise	Thomas
5	Move it: Intro to Animation in Unity	In-class exercise	Thomas
6	Making it happen: Production and Playtesting	In-class exercise (TBD)	Sebastian
7	Design Doc Workshop	Design Doc due	Woody
8-15	Time reserved for work on student games (Advanced lectures might be run, depending on if student games need them)	No hw	All
16	Post-Mortem	Final Project due	All