

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	Second look at Unity and version control: Input, Physics, and Scripts + Unity Services	In-class exercise	Adrian
4	The asset pipeline and you: Photoshop and Audacity.	In-class exercise	Carter
5	Move it: Animations in Animate CC and 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	Spring Break	No class	
9	Using the interface: User interface, design and implementation	In-class exercise	Carter
10	Make it look really pretty: Shaders and Materials	In-class exercise	Adrian
11	Bringing people together: Networking and Online Games	In-class exercise	Carter
12	Rigged for success: Rigging and Animation in 3D	In-class exercise	Adrian
13	Making a Game: Design discussion and workshop	no-hw	Adrian+Carter
14	Finishing a Game: Design discussion and workshop	no-hw	Adrian+Carter
15	Workshop	no-hw	Adrian+Carter
16	Post-Mortem	Final-Project due	Adrian+Carter