

Video Game Fundamentals Calendar (Jan - May 2016)

The following calendar provides an overview of what we will be doing in this class this quarter. Be warned, we will be moving fast and each assignment prepares you for the next day's tasks. DO NOT let yourself get behind. Remember, if you aren't keeping up, there are other students who want your seat.

January				
M	T	W	Th	F
MK 18	B 19	A 20	B 21	A 22
B 25	A 26	B 27	A 28	B 29
February				
M	T	W	Th	F
A 1	B 2	A 3	B 4	A 5
B 8	A 9	B 10	A 11	CD 12
WL 15	B 16	A 17	B 18	A 19
B 22	A 23	B 24	A 25	B 26
A 29				
March				
M	T	W	Th	F
	B 1	A 2	B 3	A 4
B 7	A 8	B 9	A 10	B 11
A 14	B 15	A 16	B 17	A 18
B 21	A 22	B 23	End of Term 24 TWD	SR 25

UNIT 1 - Video Game History, Genres

& Terminology

- Jan 19/20 Intro Lecture Notes
- Jan 21/22 Genres & Ratings Worksheets
- Jan 25/26 Timeline Scavenger Hunt
- Jan 27/28 Generational Art Poster
- Jan 29/Feb 1 Video Game Vocabulary
- Feb 2/3 Analyze a Sequel
- Feb 4/5 Unit Test

UNIT 2 - Flowcharting, Storyboarding

& Project Management

- Feb 8/9 Logic Flow
- Feb 10/11 Storyboard It!
- Feb 16/17 Making Milestones & Assigning Tasks
- Feb 18/19 Tools of the Trade Worksheet & Unit Test

UNIT 3 - Design Documents

- Feb 22 - 29 Deconstructing Designs
- Mar 1 - 18 Favorite Design
- Mar 21/22 Unit Test & Final

TWD	Teacher Work Day
CD	Comp Day (Parent/Teacher Conferences)
MK	Dr. Martin Luther King, Jr. Day
WL	Washington & Lincoln Day
SR	Spring Recess

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March				
M	T	W	Th	F
SR 28	◆ 29	≡A≡ ≡30≡	≡B≡ ≡31≡	

April				
M	T	W	Th	F
				≡A≡ ≡1≡
≡B≡ ≡4≡	≡A≡ ≡5≡	≡B≡ ≡6≡	≡A≡ ≡7≡	≡B≡ ≡8≡
≡A≡ ≡11≡	≡B≡ ≡12≡	≡A≡ ≡13≡	≡B≡ ≡14≡	≡A≡ ≡15≡
≡B≡ ≡18≡	≡A≡ ≡19≡	≡B≡ ≡20≡	≡A≡ ≡21≡	≡B≡ ≡22≡
≡A≡ ≡25≡	≡B≡ ≡26≡	≡A≡ ≡27≡	≡B≡ ≡28≡	≡A≡ ≡29≡

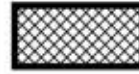
May				
M	T	W	Th	F
≡B≡ ≡2≡	≡A≡ ≡3≡	≡B≡ ≡4≡	≡A≡ ≡5≡	≡B≡ ≡6≡
≡A≡ ≡9≡	≡B≡ ≡10≡	≡A≡ ≡11≡	≡B≡ ≡12≡	≡A≡ ≡13≡
≡B≡ ≡16≡	≡A≡ ≡17≡	≡B≡ ≡18≡	≡A≡ ≡19≡	≡B≡ ≡20≡
≡A≡ ≡23≡	≡B≡ ≡24≡	≡A≡ ≡25≡	≡B≡ ≡26≡	≡A≡ ≡27≡ ☺

UNIT 4 - 3D Modeling



- Mar 23/30 Perfect Piggy
- Mar 31/Apr 1 Build It Boxy
- Apr 4/5 Obnoxious Obstacles
- Apr 6/7 Catchy Collectibles
- Apr 8 - 15 Awesome Avatars

UNIT 5 - 3D Animation & Motion



Capture

- Apr 18/19 Animation Overview
- Apr 20 - 25 Rigging Your Avatar
- Apr 26 - 29 Motion Capture Mania
- May 2/3 Killer Key Framing
- May 4/5 FBX Final Output

UNIT 6 - Using Unity 3D & Basic



Programming Principles

- May 6/9 OOP in Unity 3D
- May 10/11 Roll-A-Ball - Playing with Primitives
- May 12/13 Importing Assets
- May 16/17 Animation Controllers
- May 18/19 Scripting Behaviors
- May 20/23 Adding Sound
- May 24 - 27 Final Build

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