

Day	Tech Class	Tech Homework	Project Deadline (Tech)	Project Deadline (Art)	Art Homework	Art Class	Day	Week
Mon, Mar 16	Administration / Overview		Fill out matchmaking forms.	Fill out matchmaking forms.	Read/review 3DGE, Ch. 1-3, Create 3 game pitches with 3 drawings	Syllabus, introductions, complete forms, Post mortem IMGD3500 discussion.	Mon, Mar 16	<b>1</b>
Tue, Mar 17	GDC 2008 / Dev. Myths						Wed, Mar 18	
Wed, Mar 18	<i>Form Teams</i>						Wed, Mar 18	
Thu, Mar 19	Game Engines			3 pitches and drawings are due.	Read DAM, pp. 1-75, Read 3DGE, Ch. 4-5.	Game/Art lecture, advanced texture assignment given.	Thu, Mar 19	
Fri, Mar 20	Decision Trees/State Machines		<b>Three Pitches Due (*)</b>					
Sun, Mar 22		Hello Chess (*)						
Mon, Mar 23	Scripting		One Pitch Approved	Completed advanced texture assignment due.	Read 3DGE, Ch. 6-7, Create environment and character drawings for approved pitch.	Concept art lecture, city block assignment given.	Mon, Mar 23	<b>2</b>
Tue, Mar 24	Basic Physics		Sourceforge Site Created					
Wed, Mar 25	<i>Work on Project Plan</i>						Wed, Mar 25	
Thu, Mar 26	Basic Physics			City block, project plan, work assignment list due.	Read 3DGE, Ch. 8-9, Create base environment.	Environment art lecture, terrain assignment given.	Thu, Mar 26	
Fri, Mar 27	Minimax Search		<b>Project Plan Due (*)</b>					
Sun, Mar 29		Chess World (*)						
Mon, Mar 30	MMO/Darkstar			Base environment delivered. Completed terrain assignment due.	Read 3DGE, Ch. 10, Create main character model.	Lecture on public art and sculpture. Environment lab.	Mon, Mar 30	<b>3</b>
Tue, Mar 31	MMO/Darkstar							
Wed, Apr 1	<i>Art/Tech Consultations</i>						Wed, Apr 1	
Thu, Apr 2	MMO/Darkstar			Base environment with props delivered.	Read 3DGE, Ch. 11, complete main character model, begin rigging.	Lecture on sculpture. Hi rez/Lo rez assignment given.	Thu, Apr 2	
Fri, Apr 3	MMO/Darkstar		<b>Game Web Site Online</b>					
Sun, Apr 5		Shallow Blue (*)						
Mon, Apr 6	Steering		Basic Game Mechanic Implemented	Main Character Model Delivered. Hi rez/Lo rez assignment due.	Read DAM pps. 76-159. Complete main character rigging and begin animations.	Lecture on IK and rigging. Rigging assignment given.	Mon, Apr 6	<b>4</b>
Tue, Apr 7	Steering							
Wed, Apr 8	<i>Integration of Basic Env't and Character</i>						Wed, Apr 8	
Thu, Apr 9	<b>Mid-term Exam</b>			Walk animation delivered. Rigging assignment due.	Work on animations.	Lecture on animation.	Thu, Apr 9	
Fri, Apr 10	Shader/GPU Programming							
Sun, Apr 12		Darkstar Chess (*)						
Mon, Apr 13	<b>Progress Presentation</b>						Mon, Apr 13	<b>5</b>
Tue, Apr 14	Advanced Pathfinding		Animation Integrated	6 animations delivered (min.)	Work on remaining models.	Work on ancillary models.		
Wed, Apr 15	<i>Integration Debugging</i>						Wed, Apr 15	
Thu, Apr 16	Behavior Trees in Halo			Ancillary models delivered.	Work on sound effects.	Lecture on audio art and effects. Sound assignment given.	Thu, Apr 16	
Fri, Apr 17	Behavior Trees in Halo							
Tue, Apr 21	<b>First Playable Demo</b>						Tue, Apr 21	<b>6</b>
						Present playable demos. Reason demo. Loop assignment given.		
Wed, Apr 22	<i>Integration Debugging</i>						Wed, Apr 22	
Fri, Apr 24	Novel Game Controls			Game audio delivered.	Work on music loop and game music.	Continue Reason demo.		
Mon, Apr 27	<b>Feature Freeze Demo</b>						Mon, Apr 27	<b>7</b>
Tue, Apr 28	Camera Control in GoW		Remaining Art Assets Integrated	Music loop due.	Work on game music.	Light lecture and lab.		
Wed, Apr 29	<i>Team Testing</i>						Wed, Apr 29	
Thu, Apr 30	Camera Control / Course Eval			Game music delivered.	Complete final project.	Final tweak lab.	Thu, Apr 30	
Fri, May 1	Game Design							
Mon, May 4	<b>Final Presentation</b>						Mon, May 4	<b>8</b>
Tue, May 5	<b>Final Exam</b>			<b>Final Art Portfolio Due</b>	Catch up on missed sleep.			