	Week	IMGD 4000	Tech Class	Tech Milestone	Art/Tech Joint Milestone	Art Asset Delivery [folder]	IMGD 4500	Week
1	1	Tue, Oct 23	Administration / Overview				Tue, Oct 23	1
		Wed, Oct 24	**FORM TEAMS**			Preliminary Concept Art [concept]	*Wed, Oct 24*	
2		Thu, Oct 25	Game Engines				Fri, Oct 26	
3		Fri, Oct 26	Scripting					
		Sun, Oct 28	**GAME TREATMENT**				Sun, Oct 28	
4	2	Mon, Oct 29	[Storm Cancellation]				Tue, Oct 30	2
5		Tue, Oct 30	Decision Trees/State Machines					
		Wed, Oct 31		"10% Solution" (*)	Concept/Character Model Review		*Wed, Oct 31*	
6		Thu, Nov 1	Basic Physics				Fri, Nov 2	
7		Fri, Nov 2	Basic Physics	HFSM Prototype				
		Sun, Nov 4	**GAME WEB SITE ONLINE**				Sun, Nov 4	
8	3	Mon, Nov 5	Steering	Physics Prototype			Tue, Nov 6	3
9		Tue, Nov 6	Steering					
		Wed, Nov 7			Import Full Lo-Rez Character Model into Game	Character Model [character]	*Wed, Nov 7*	
10		Thu, Nov 8	Advanced Pathfinding	Steering Prototype			Fri, Nov 9	
11		Fri, Nov 9	Behavior Trees in Halo					
12	4	Mon, Nov 12	Advanced Camera Control	Pathfinding Prototype			Tue, Nov 13	4
13		Tue, Nov 13	**TECH MILESTONE**					
		Wed, Nov 14			Import Test Animations into Game	Test Character Animations [animated]	*Wed, Nov 14*	
14		Thu, Nov 15	**Mid-Term Exam**				Fri, Nov 16	
15		Fri, Nov 16	Shader/GPU Programming					
		Sun, Nov 18			Import Final Animations into Game	Final Character Animations		
16	5	Mon, Nov 19	What's Hot in Graphics (Agu)				Tue, Nov 20	5
17		Tues, Nov 20	**ALPHA RELEASE - FIRST PLAYABLE**					
18	6	Mon, Nov 26	Networking (Kesselman)				Tue, Nov 27	6
19		Tues, Nov 27	Networking (Kesselman)					
		Wed, Nov 28			Import Environment and Minor Objects into Game	Environment [environment] Objects [static1 static2 moving]	*Wed, Nov 28*	
20		Thu, Nov 29	Networking (Kesselman)				Fri, Nov 30	
21		Fri, Nov 30	Multi-Threading in Games	Optional Feature(s)				
22	7	Mon, Dec 3	Game Audio (Zizza)				Tue, Dec 4	7
23		Tue, Dec 4	**BETA RELEASE - FEATURE FREEZE**					
		Wed, Dec 5			Import Hero Object and Sounds into Game	Hero Object [hero] Sounds [sounds]	*Wed, Dec 5*	
24		Thu, Dec 6	Procedural Content Generation				Fri, Dec 7	
25		Fri, Dec 7	PCG / Course Eval					
26	8	Mon, Dec 10	Novel Game Controls				Tues, Dec 11	8
27		Tue, Dec 11	**FINAL PRESENTATION**					
		Wed, Dec 12					*Wed, Dec 12*	
28		Thu, Dec 13	**Final Exam**					

(*) Individual Homework Due Midnight via Web Turn-in