| Week | Day | Tech Class | Tech Homework | Project Deadline (Tech) | Project Deadline (Art) | Art Class | Day | Week |
|---|---|---|---|---|---|---|---|---|
| 1 | Mon, Mar 15 | Administration / Overview | | Fill out matchmaking forms. | | Syllabus, introductions, post mortem IMGD3500 discussion | Mon, Mar 15 | 1 |
| | Tue, Mar 16 | Game Engines | | | | | | |
| | *Wed, Mar 17* | | | *Form 8 Art+Tech Teams* | | | *Wed, Mar 17* | |
| | Thu, Mar 18 | Decision Trees/State Machines | | | | Game/art lecture | Thu, Mar 18 | |
| | Fri, Mar 19 | Advanced Pathfinding | Hello Chess (*) | **Three Pitches Due (*)** | | | | |
| 2 | Mon, Mar 22 | Steering | | One pitch approved | | Concept art lecture | Mon, Mar 22 | 2 |
| | Tue, Mar 23 | Steering | | Source control site created | | | | |
| | *Wed, Mar 24* | | Chess World (*) | *Work on Project Plan* | | | *Wed, Mar 24* | |
| | Thu, Mar 25 | Minimax Search | | | Game textures delivered | Environment art lecture | Thu, Mar 25 | |
| | Fri, Mar 26 | Scripting | | **Project Plan Due (*)** | | | | |
| 3 | Mon, Mar 29 | Basic Physics | | | Base environment delivered | Lecture on public art and sculpture.   Environment lab. | Mon, Mar 29 | 3 |
| | Tue, Mar 30 | Basic Physics | | | | | | |
| | *Wed, Mar 31* | | Shallow Blue (*) | *Art/Tech Consultations* | | | *Wed, Mar 31* | |
| | Thu, Apr 1 | Shader/GPU Programming | | Base environment integrated | Rough static model for critique | Sculpture lecture | Thu, Apr 1 | |
| | Fri, Apr 2 | What's Hot in Graphics? | | **Game Web Site Online** | | | | |
| | *Sun, Apr 4* | | Shady Chess (*) | | | | | |
| 4 | Mon, Apr 5 | **Mid-Term Exam** | | Basic game mechanic implemented | Static models delivered | TBD | Mon, Apr 5 | 4 |
| | Tue, Apr 6 | Games on the Internet | | | | | | |
| | *Wed, Apr 7* | | | *Integration & Debugging* | | | *Wed, Apr 7* | |
| | Thu, Apr 8 | Games on the Internet | | Integrate static models | Rough hi-rez main character for critique | IK and rigging lecture | Thu, Apr 8 | |
| | Fri, Apr 9 | Games on the Internet | | | | | | |
| 5 | Mon, Apr 12 | | | **Progress Presentation** | | | Mon, Apr 12 | 5 |
| | Tue, Apr 13 | GDC 2010 | | | Main character delivered | Animation lecture | | |
| | *Wed, Apr 14* | | | *Integration & Debugging* | | | *Wed, Apr 14* | |
| | Thu, Apr 15 | Behavior Trees in Halo | | Integrate main character | Rough character animations for critique | Audacity demo and sound design lecture | Thu, Apr 15 | |
| | Fri, Apr 16 | Behavior Trees in Halo | | | | | | |
| 6 | Tue, Apr 20 | | | **First Playable Demo** | | | Tue, Apr 20 | 6 |
| | | | | | 4 character animations delivered | Reason demo | | |
| | *Wed, Apr 21* | | | *Integration & Debugging* | | | *Wed, Apr 21* | |
| | Fri, Apr 23 | Novel Game Controls | | Integrate character animations | | | | |
| 7 | Mon, Apr 26 | | | **Feature Freeze Demo** | | | Mon, Apr 26 | 7 |
| | Tue, Apr 27 | Camera Control in GoW | | | 4 interactive sounds delivered | Lighting lecture and lab | | |
| | *Wed, Apr 28* | | | *Team Testing* | | | *Wed, Apr 28* | |
| | Thu, Apr 29 | Camera Control / Course Eval | | Integrate interactive sounds | 4 environmental sounds delivered | Final tweak lab | Thu, Apr 29 | |
| | Fri, Apr 30 | Game Design | | Integrate environmental sounds | | | | |
| 8 | Mon, May 3 | | | **Final Presentation** | | | Mon, May 3 | 8 |
| | Tue, May 4 | **Final Exam** | | | **Final Art Portfolio Due** | | | |

*(*) Due midnight via Web Turn-in*