

	Week	IMGD 4000	Tech Class	Tech Homework	Art/Tech Joint Milestone	Art Asset Delivery	IMGD 4500	Week
1	1	Mon, Mar 14	Administration / Overview				Mon, Mar 14	1
2		Tue, Mar 15	Game Engines					
		Wed, Mar 16	FORM TEAMS			Early Concept Sketches (2)	Wed, Mar 16	
3		Thu, Mar 17	Scripting			Concept Art	Thu, Mar 17	
4		Fri, Mar 18	Unity Development Tips					
		Sun, Mar 20	GAME TREATMENT				Sun, Mar 20	
5	2	Mon, Mar 21	Basic Physics				Mon, Mar 21	2
6		Tue, Mar 22	Basic Physics					
		Wed, Mar 23		"10% Solution" (*)		Grey Characters (2)	Wed, Mar 23	
7		Thu, Mar 24	Steering				Thu, Mar 24	
8		Fri, Mar 25	Steering					
		Sun, Mar 27	GAME WEB SITE ONLINE				Sun, Mar 27	
9	3	Mon, Mar 28	Decision Trees/State Machines				Mon, Mar 28	3
10		Tue, Mar 29	Advanced Pathfinding					
		Wed, Mar 30				Colored/Textured Characters (2)	Wed, Mar 30	
11		Thu, Mar 31	Behavior Trees in Halo				Thu, Mar 31	
12		Fri, Apr 1	Behavior Trees in Halo					
13	4	Mon, Apr 4	TECH MILESTONE				Mon, Apr 4	4
14		Tue, Apr 5	Shader/GPU Programming					
		Wed, Apr 6				Character Animations (6)	Wed, Apr 6	
15		Thu, Apr 7	Mid-Term Exam				Thu, Apr 7	
16		Fri, Apr 8	What's Hot in Graphics? (Agu)					
17	5	Mon, Apr 11	ALPHA RELEASE				Mon, Apr 11	5
18		Tue, Apr 12	Networking (Kesselman)					
		Wed, Apr 13	ALPHA RELEASE			Interior/Exterior and "Hero" Obj	Wed, Apr 13	
19		Thu, Apr 14	Networking (Kesselman)				Thu, Apr 14	
20		Fri, Apr 15	Networking (Kesselman)					
21	6	Tue, Apr 19	Advanced Camera Control				Tue, Apr 19	6
		Wed, Apr 20				Environment Objects (4)	Wed, Apr 20	
22		Fri, Apr 22	Multi-threading in Games					
23	7	Mon, Apr 25	BETA RELEASE				Mon, Apr 25	7
24		Tue, Apr 26	Procedural Content Generation					
		Wed, Apr 27	BETA RELEASE			Sounds (ambient + 4 triggered)	Wed, Apr 27	
25		Thu, Apr 28	PCG / Course Eval				Thu, Apr 28	
26		Fri, Apr 29	Novel Game Controls					
27	8	Mon, May 2	FINAL PRESENTATION				Mon, May 2	8
28		Tue, May 3	Final Exam					