

Date	Day	Topic	Project	Project
30-Aug	Tue	Intro, game history		
1-Sep	Thu	Game architecture		
6-Sep	Tue	Tutorial on Unity Game Engine + C# (John Drake)		
8-Sep	Thu	Movement: Basic Movement	Project 1 out	
13-Sep	Tue	Movement: Behaviors, Crowds		
15-Sep	Thu	Movement: Path Finding		
20-Sep	Tue	Movement: Advanced Path Finding I		
22-Sep	Thu	Movement: Advanced Path Finding II		Project 1 due
27-Sep	Tue	Intelligence: Basic Decision-Making		
29-Sep	Thu	NO CLASS	Project 2 out	
4-Oct	Tue	Intelligence: Advanced Decision-Making		
6-Oct	Thu	Learning: Intro to learning, Fine-tuning parameters (Mike Phillips)		
11-Oct	Tue	Learning: Learning to predict		
13-Oct	Thu	Learning: Learning to react	Project 3 out	Project 2 due
18-Oct	Tue	Programming Massively Multi-Player Online Games (John Drake)		
20-Oct	Thu	Strategies		
25-Oct	Tue	Project 2 presentations/critic		
27-Oct	Thu	Strategies (cont'd)		
1-Nov	Tue	Guest lecture: Game Design by Jesse Schell (ETC)		
3-Nov	Thu	Board Games		Project 3 due
8-Nov	Tue	Midterm	Project 4 out	
10-Nov	Thu	Project 3 presentations/critic		
15-Nov	Tue	Exam review, Project 4 and Tips for Programming Mobile Devices		
17-Nov	Thu	Guest lecture: GPU Programming in Games by Joe Kider (UPenn)		Project 4 due
22-Nov	Tue	Project 4 presentations/critic		
24-Nov	Thu	Thanksgiving - no classes		
29-Nov	Tue	Final Project Proposals: Idea and Design		
1-Dec	Thu	Guest lecture: How to break into the games industry by Bruce Sherrord (Zynga)		
6-Dec	Tue	Final Project Presentations		Final Project due
8-Dec	Thu	Final Project Presentations		