Beginning Unity Project Group

Instructor Info
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Course Overview Welcome to the Unity project group! Unity is a game development engine built with all sorts of tools and functions. It can be used to create a range of different types of games such as 2D, 3D, mobile, and virtual reality games.

Course Expectations Absences. Notify me prior if you will not be able to make a meeting (text/email) Respect Everyone. Stay off your phones and pay attention! Come prepared - I cannot stress this enough. This class will go at a fast pace and contains a lot of content. Bring your laptop (and questions) to every meeting.

Requirements

1. Laptop that can run Unity

  Unity recommends

  Processor: Intel Core i7-3770 @ 3.4 GHz or AMD FX-8350 4.0 GHz or better.

  RAM: 8GB.

  Video Card: NVIDIA GeForce GTX 780 or AMDRadeon R9 290X (3 GB VRAM)

Point System You have the opportunity to earn a maximum of 100 points in this course, divided as follows: Attendance: 5 points/week = 70 points max Assignments: 1 point/week for 6 weeks = 6 points max Final Project: 24 points

Course Structure
 The first seven weeks of this course will be spent learning how to use Unity. The last seven weeks will be spent designing a final project to present at the end of the year.

Point System

Points are going to be based only on attendance and the final project.

70 points are going to be attendance. Each meeting is worth 5 points. 5 x 14 = 70.

The remaining 30 points are going to be for the final project. The rubric for the final project is going to be released closer to when we start working on it.

**Course
Schedule**

Week 1 Downloading Unity and basics of Unity

Week 2 Characters and Assets

Week 3 Implementing Code (C#)

Week 4 Particles and Area Design

Week 5 Sound FX

Week 6 Physics

Week 7 NonPlayable Characters AI

Weeks 8-14 Final Project

Final Project

    We will go over the final project when it is closer to the time to do it.