

COSC360 Course Outline

Week	Lecture	Topic	Lab	Topic
1	1	Overview	1	Learning Unity
	2	Ideas and Feedback		
	3	Planning and Risk	2	Space Invaders
	4	Documentation		
2	5	Game and Experiences	3	Game Design
	6	Game Mechanics		
	7	Prototyping	4	Version Control
	8	Production pipeline		
3	9	2D Graphics	5	Graphics
	10	Physics		
	11	AI	6	Procedural
	12	UI		
4	13	Game Balance	7	UI
	14	The Player and Indirect Control		
	15	Testing	8	Animation
	16	3D Graphics		
5	17	Storytelling	9	AI
	18	Networking		
	19	Game Engines	10	Level Design
	20	Guest lecture		
6	21	Wrap-up		