

Syllabus

Fall 2018

Most of this information is already available on the course website. However, we thought it might be handy to have a concise, unified schedule that you can print out for reference.

Week	Lecture Topics	Project In	Project Out
Week of 9/10	Course Introduction Basic Architecture – Apps and screens Graphics I <ul style="list-style-type: none"> • Basic drawing • Resizing Keyboard/Mouse Input	(none)	Tic
Week of 9/17	Component-Based Design Game World Viewports Content Management I	Tic	Alchemy I
Week of 9/24	Graphics II <ul style="list-style-type: none"> • Sprites • Animation Collision Detection I <ul style="list-style-type: none"> • Axis-aligned boxes • Circles 	Alchemy I	Alchemy II
Week of 10/1	Physics I (Minimum Translation Vectors) Map Generation (Space Partitioning)	Alchemy II	Wiz I
Week of 10/8	No Lecture		
Week of 10/15	Decision Making <ul style="list-style-type: none"> • Behavior Trees • Goal-Oriented Action Planning Pathfinding <ul style="list-style-type: none"> • A* • Waypoint Graphs Final project overview	Wiz I	Wiz II Final idea
Week of 10/22	Physics II <ul style="list-style-type: none"> • Velocity/Acceleration • Restitution Collisions II <ul style="list-style-type: none"> • Polygons • Separating Axis Theorem Final project pitches	Wiz II Final idea	Nin I Final groups

Week	Lecture Topics	Project In	Project Out
Week of 10/29	Raycasting Data Saving	Nin I Final groups	Nin II Final design
Week of 11/5	Sound Data Persistence Noise	Nin II Final design	Buff a Previous Project Final I
Week of 11/12	Map Generation (Perlin Noise)	Buff a Previous Project Final I	Final II
Week of 11/19	Special Topic	Final II	Final III
Week of 11/26	Special Topic	-	-
Week of 12/3	Special Topic	Final III	Final IV
Week of 12/10	Special Topic	Final IV	Final V
Week of 12/16	Final Presentations	Final V	-
Day of 12/21	-	all outstanding projects	-