

ENVISION GAME & TECHNOLOGY

VIRTUAL ACADEMY

*2020 Sample Schedule**

Below is a sample schedule for the Game Programming with Unity and C# course. While each course schedule will vary, they will all follow a similar format with introductory and advanced content sessions, lectures, and faculty assisted project work related to course topics.

Day One: Introduction to Course Topic and Core Concepts

Morning Lectures and Project Work Time

Intro to Unity

Scene Navigation

Afternoon Lectures and Project Work Time

Core Programming Concepts

Conditionals and Boolean Operators

Day Two: Programming, Scripting, Materials, and Character Development

Morning Lectures and Project Work Time

UI Programming

HUD

Afternoon Lectures and Project Work Time

Platformer

Third Person Controller

Guest Speakers, Special Topics Lectures, and Group Work

Day Three: Development Process Continues and Templates

Morning Lectures and Project Work Time

Applications: Enemy AI

Afternoon Lectures and Project Work Time

Ray Casting

Guest Speakers and Special Topics Lecture – *High School Program to participate in virtual interviews with representatives from Virginia Serious Game Institute (VSGI)*

Day Four: Custom Tutorials and Specialization

Morning Lectures and Project Work Time

Custom Tutorials: Racer games, Entering/Exiting vehicles

Afternoon Lectures and Project Work Time

Custom Tutorials: Creating specialized scripts

Guest Speakers and Special Topics Lecture – *High School Program to participate in virtual interviews with representatives from VSGI*

Day Five: Launch, Polish, Publish

Morning Lectures and Project Work Time

Level Design/Level Building

Afternoon Lectures and Project Work Time

Playtest/Publish

Guest Speakers, Group Presentations

**This sample schedule is provided as an example of the overall quality and scope of the experience offered and is not intended to represent a specific schedule for 2020.*