Term 5 Calendar - Game Development 2

3/03 Space Shooter	**3/04 2nd Day of the Week** Space Shooter	**3/05** Space Shooter	**3/06** Space Shooter Due	**3/07** Space Shooter w/ Upgrades Due
3/10 Intro to Maya Interface	**3/11 2nd Day of the Week** Polygonal Modeling	**3/12** Polygonal Modeling	**3/13 Late Arrival • TP** Polygonal Modeling Due	**3/14**
3/17	**3/18 2nd Day of the Week**	**3/19**	**3/20**	**3/21**
3/31	**4/01 2nd Day of the Week**	**4/02**	**4/03**	**4/04**
4/07	**4/08 2nd Day of the Week**	**4/09**	**4/10 Late Arrival • SD**	**4/11**
4/14	**4/15 2nd Day of the Week**	**4/16**	**4/17 End of 6 Weeks**	**4/18 No School** **Good Friday**

*Note: All items on this calendar are subject to change

Term 4 Calendar - Game Development 2

1/20 **No School** **Martin Luther King Day**	**1/21** Course Description HBO Video Game Critiques	**1/22** Webquest	**1/23** **Activity Period** Introduction to Unity Presentation and Questions Play in Unity How to download at home	**1/24** Crash Course 1
1/27 **No School** **Extreme Cold**	**1/28** **No School** **Extreme Cold**	**1/29** Crash Course 1 Due Customize CC1 Game Critiques Due	**1/30** **Late Arrival • TP** Crash Course 2	**1/31** Crash Course 2
2/03 Crash Course 2	**2/04** **No Classes** **Odyssey**	**2/05** **No Classes** **Odyssey**	**2/06** Crash Course 2	**2/07**
2/10 Crash Course 2	**2/11** **2nd Day of the Week** Unity Interface Quiz Crash Course 2 Due	**2/12** **Field Trip Day** Game Objects Presentation Game Objects Activity	**2/13** Game Objects Activity	**2/14** **PM Assembly** Game Objects Activity
2/17 **No School** **Presidents Day**	**2/18** Game Objects Activity Due	**2/19** **2nd Day of the Week** Racecar	**2/20** **Late Arrival • SD** Racecar	**2/21** Racecar
2/24 Racecar Due	**2/25** **2nd Day of the Week** Racecar Upgrades	**2/26** **Activity Period** Racecar Upgrades Due	**2/27** Bouncing Ball	**2/28** **End of 6 Weeks** Brick Shooter

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