Class meetings are on Tuesday unless otherwise noted.

Contents

Week 1 ~ 1/28/2025

- Course syllabus overview and introduction to topics
- Demo: Godot Basics
- Godot template project
- Scripting: Player controller
- Project 1: 3D Maze Scene
  - 3D Game Template on GitHub
  - Create a simple 3D game using a game engine
  - Using first person, third person or platformer controls
  - Use only basic 3d geometry for meshes and colliders
  - Limit to simple lighting, textures materials
  - Create an experience that leads the viewer through a scene in a defined series of events
- Blog post 1: First Open Lab post, documentation

Week 2 ~ 2/4/2025

- Lecture: Level design techniques
- Demo: Building a level in Godot
  - Components (Making the rooms)
  - Level building
  - CSG Meshes
  - Video documentation
  - Window review
- Blog post 2: Short video of gameplay

Week 3 ~ 2/11/2025

- Demo: Publishing a game build
- Video: Exporting build, Publishing on itch.io
- Blog post 3: Document level progress

Week 4 ~ 2/25/2025

- Lecture: User testing, video, submitting user feedback video
- User testing workshop 1
  - Submit to Maze Jam
  - Create a feedback form using Google Forms
  - Link to form on Itch page
  - Summarize results in blog post
- Demo: Blender intro

Week 5 ~ 3/4/2025

- Lecture: History of 3D graphics
- Demo: Blender to Godot, working with models
- 3D model resources, scroll down to CGI/3D Assets
- Project 2: Garden/Fishtank
  - Using 3d models, lighting and design, create a scene that leads the player around to view visually appealing scenery

- Blog post 4: Project 2 concept

Week 6 ~ 3/11/2025

- Demo: Lights, materials, textures and shaders, video part 1 and part 2
- Blog post 5: progress documentation

Week 7 ~ 3/18/2025

- Demo: Navigation areas and NPCs, video
- Demo: Sound design, video
- Blog post 6: Video playthrough

Week 8 ~ 3/25/2025

- User testing workshop 2
- Export and publish your game on itch.io
- Submit to Garden/Fishtank Jam
- Test all of your classmates games
- Post documentation of your feedback

Week 9 ~ 4/1/2025

- Demo: Collectibles, video
- Demo: Physics, video
- Project 3: Scavenger hunt
  - Create a scene where the player has to collect a certain number of objects
  - The objects can be different types and lead to different outcomes
- Blog post 7: Project 3 concept
- Setting generator

Week 10 ~ 4/8/2025

- Demo: User interface, video

- Demo: Game states, multiple levels, video
- Blog post 8: Progress documentation

Week 11 ~ 4/22/2025

- Optional features
  - Character animation
  - NPC “enemy”
  - Dialog system
  - Checkpoints
  - Pickup objects
  - Particle systems
- Blog post 9: Video playthrough

Week 12 ~ 4/29/2025

- User testing round 3

Week 13 ~ 5/6/2025

- Begin work on Final project
- Final project options
  - Create a new game with a new premise
  - Spend more time finalizing a previous level/project with added levels, UI, sound and other elements
  - Combine one or more of the previous scenes into a larger game, adding elements to make the experience cohesive
- Final project requirements
  - Game build posted on itch.io for Windows and Mac
  - Documentation on Open Lab of the final version of the game, including UI screen shots and game play screen shots, video optional
  - Splash screen with instructions for the player
  - Demonstrates understanding of level design principles
  - Builds on feedback from user testing
- Present final project concept and get feedback

Week 14 – 15

- Final workshop ~ 5/13/2025
- Final project due ~ 5/20/2025