

| Highly Tentative Fall 2020 CS392 Game Engine Design | | |
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| This is a special topics course in a time of uncertainty. Expect the plan to change. | | |
| Week | Course Content | Book Chapter |
| Aug 24 | Course Intro, C++ Review for Game Development | 1-3 |
| Aug 31 | 3D Graphics | Red Book |
| Sep 7 | No class Monday, Blender and Exporting Models | |
| Sep 14 | 3D Math | 4 |
| Sep 21 | More on 3D Graphics | 4, online (red book?) |
| Sep 28 | Beginning an Actual Game | 7 |
| Oct 5 | Physics and Collision Detection (probably) | 5 |
| Oct 12 | Midterm | 1-6 |
| Oct 19 | Improved Memory Management | 5 |
| Oct 26 | Improving our game engine in a TBD way | 5 or 7 |
| Nov 2 | Level Editing | |
| Nov 9 | Vulkan Introduction (if time allows) | |
| Nov 16 | Ray Tracing with the GeForce RTX | |
| Nov 23 | Thanksgiving Break | |
| Nov 30 | No regular lecture. Focus on your game | |
| Dec 7 | No regular lecture. Focus on finishing and debugging your game | |
| Dec 14 | Final Exam is Wednesday, December 16, at 12:00 (noon) | |