

Tentative Fall 2017 CS492 Game Engine Design		
Week	Course Content	Book Chapter
Aug 21	Course Intro, C++ for Game Development	1-3
Aug 28	OpenGL and 3D Graphics	Red Book
Sep 4	No class Monday, Blender and Importing Models	
Sep 11	3D Math	4
Sep 18	Standard Template Library	
Sep 25	Multithreading	
Oct 2	Support and Filesystem	5, 6
Oct 9	Midterm	1-6
Oct 16	Game Loops and HID	7, 8
Oct 23	Tools and Rendering Engines	9, 10
Oct 30	Rendering continued, Animation	10, 11
Nov 6	Animation continued, Collisions	11, 12
Nov 13	Collisions continued, Audio	12, 13
Nov 20	Thanksgiving Break	
Nov 27	Gameplay	14, 15
Dec 4	Topics of Interest	
Dec 11	Final Exam is Wednesday, December 13, at 12:00	