

Highly Tentative Fall 2026 CS333 Game Engine Design		
This is a relatively new course. Expect the plan to change as we go.		
Week	Course Content	Book Chapter
Aug 23	Course Intro, C++ Review for Game Development	1-3
Aug 30	3D Graphics	An OpenGL resource TBD
Sep 6	Blender and Exporting Models	
Sep 13	3D Math, anything more on graphics	5
Sep 20	Game engine architecture decisions	6, 7
Sep 27	Lighting	12
Oct 4	Physics and Collision Detection	5, 14
Oct 11	Midterm	1-6
Oct 18	Improved Memory Management	
Oct 25	Physics and bouncing	
Nov 1	Vehicles	
Nov 8	Item Spawning	
Nov 15	Ray Tracing with the GeForce RTX	
Nov 22	Thanksgiving Break	
Nov 29	Improving our game engine in a TBD way	
Dec 6	Project presentation	
Dec 13	Final Exam is Thursday, December 17, at 9:00 in MLH 310	