

# Unity 3D Programming

## Scope and Sequence

Module	Approx. Time	Discussions	Individual Activities	Group Activities
1 <b>Getting Started with Unity</b>	10 hours	Thoughts on Unity	In Their Own Words Lesson 3 Finished Workshop Challenge Assignment	My First Unity Project
2 <b>Ball Bouncer Game</b>	5 hours	Rotating Background	Lesson 7 – End Game – Upload Module 2 Unity Basics Quiz	
3 <b>Bounce a Ball</b>	5 hours	Explore the Rigidbody Component Explore Physics Materials	Module 3 Completed Module 3 – Bounce a Ball Quiz	
4 <b>Add the Cannon and Goal</b>	5 hours		Module 4 Completed Module 4 Quiz	
5 <b>Layout Level 1</b>	5 hours		Module 5 Completed Module 5 Quiz	
6 <b>Win Lose</b>	5 hours		Module 6 Completed Module 6 Quiz	
7 <b>Add Levels</b>	5 hours			Add Levels Workshop Project
8 <b>Project Maze</b>	10 hours		Module 8 Completed Module 8 Quiz	
9 <b>Collecting</b>	5 hours	Reusable Code	Module 9 Completed Module 9 Quiz	
10 <b>Portals</b>	5 hours		Module 10 Completed Module 10 Quiz	
11 <b>Keys</b>	5 hours		Module 11 Completed Module 11 Quiz	
12 <b>Wheels and Gems</b>	5 hours	WheelObj Names	Objects with Same Name Module 12 Completed Module 12 Quiz	Create the Game
13 <b>Blocks</b>	5 hours	Reusable Code	Module 13 Completed Test Cases Results	
14 <b>UI</b>	5 hours		Module 14 Completed Module 14 Quiz	
15 <b>Win Lose</b>	10 hours		Calling TestGems Maze Game Completed	
16 <b>Evaluation</b>	10 hours	Tweaked Maze Game Discussion	Playtest Evaluation Plan for Game Improvements	Tweaked Maze Game Project
<b>Final Exams</b>			Essay Final Exam Multiple Choice Final Exam	