



Unity Learning Action Plan Template

Course Projects	Assignments	Suggested Duration	Your Plan
Project 1: Welcome	Finding your community	Week 1: <i>1 hour coursework</i>	
Project 2: The Design Process	Concept Document	Week 1: <i>2-3 hours coursework</i>	
Project 3: Prototyping	Digital Prototype	Week 2: <i>1 hour coursework</i> <i>2-4 hours in Unity Engine</i>	
Project 4: Milestones	Vertical Slice #1	Week 3: <i>1 hour coursework</i> <i>2-4 hours in Unity Engine</i>	
Project 5: Agile Development	Vertical Slice #2	Week 4: <i>1 hour coursework</i> <i>2-4 hours in Unity Engine</i>	
Project 6: Writing Better Code	Build #1	Week 5: <i>1 hour coursework</i> <i>2-4 hours in Unity Engine</i>	
Project 7: Playtesting	Build #2	Week 6 & 7: <i>1 hour coursework</i> <i>4-8 hours in Unity Engine</i>	
Project 8: Release your game	Final Game	Week 8: <i>1 hour coursework</i> <i>2-4 hours in Unity Engine</i>	