

wk	Focus	Date	Time				
wk 6	introduction and startup	intro	wo, 7 feb.	15:15 - 17:00	C1	Introductie course	
			do, 8 feb.	23:59 uur	S	Submit P1.1 report team	
wk 7			wo, 14 feb.	15:15 - 17:00	C2	Unity crash course	
			do, 15 feb.	17:00 uur	S	Submit P1.2 game concept	
			vr, 16 feb.	11:00 - 12:45	C3	Agile design process	
				13:15 - 15:00	P1	Discuss concept & feasibility with TA	
				23:59 uur	S	Submit P1.3: sprint planning	
			wk 8		wo, 21 feb.	15:15 - 17:00	C4
do, 22 feb.		17:00 uur			S	Submit P1.4: pitch pdf	
vr, 23 feb.		11:00 - 15.00			P2	P1.4 pitch presentations	
vr, 23 feb.		17:00 uur			S	Submit P1.5: feedback (google form)	
wk9		production cycles	design & kick-off (ready to start)	ma, 26 feb.	23.59 uur	S	Submit P1.6: evaluation report
				wo, 28 feb.	15:15 - 17:00	C5	Fundamental theory
				do, 1 mrt.	23.59 uur	S	Submit P2.0 Initial design
				vr, 2 mrt.	11:00 - 12:45	C6	MDA Framework
	13:15 - 15:00				P3	Present prototype part 1 (<i>discuss sprint progress, review prototype, retrospective, next sprint planning</i>)	
	23.59 uur				S	Submit P2.1 sprint report part 1	
wk 10	production & review		wo, 7 mrt.	15:15 - 17:00	C7	Game analysis	
			vr, 9 mrt.	11:00 - 12:45	C8	Challenge	
				13:15 - 15:00	P4	Present prototype part 1 (<i>discuss sprint progress, review prototype, retrospective, next sprint planning</i>)	
				23.59 uur	S	Submit P2.1 sprint report part 2	
wk 11	production & review		wo, 14 mrt.	15:15 - 17:00	C9	Balance and Level design	
			wo, 14 mrt.	23:59 uur	S	Submit P3.1 first analyse	
			vr, 16 mrt.	11:00 - 12:45	C10	Narrative	
				13:15 - 15:00	P5	Present prototype part 1 (<i>discuss sprint progress, review prototype, retrospective, next sprint planning</i>)	
				23.59 uur	S	Submit P2.1 sprint report part 3	
wk 12	production & review	wo, 21 mrt.	15:15 - 17:00	C11	Playtesting		
		vr, 23 mrt.	11:00 - 12:45	C12	Socialtal context		
			13:15 - 15:00	P6	Present prototype part 1 (<i>discuss sprint progress, review prototype, retrospective</i>)		
			17:00 uur	S	Submit P2.1 sprint report part 4		
wk 13	ready to test	ma, 26 mrt.	23:59 uur	S	Submit P2.3: Playtesting research plan		
		wo, 28 mrt.	15:15 - 17:00	C13	Indie games and game development landscape (JP)		
		vr, 30 mrt.			no class (goede vrijdag)		
wk 14	conclusion	evaluation & presentation	wo, 4 apr.	15:15 - 17:00	C14	Serious / applied games	
			wo, 4 apr.	23:59 uur	S	Submit P2.4: Conduct and evaluate the playtesting Submit P2.2 Design and Develop the prototype	
			do, 5 apr.	23.59 uur	S	Submit P2.5 End presentation	
			vr, 6 apr.	11:00 - 15:00	P	P2.5 Eindpresentaties	
			wk 15		ma, 9 apr.	23:59 uur	S
vr, 13 apr.	08:30 - 10.30				Tentamen		