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| Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| Work/Daily Priority – List 3 each day. |
| 1. Getting Started2. Community Board Post3. *Start* Weekly Plan4. 1.4 Reading | 1. *Finish* Weekly Plan2. Update Website with Projects3. Weekly Plan Response | 1. Discussion: PLAY Initial Post2. *Start* Bonus Material3. 1.5 Reading | 1. Live Lecture2. *Start* Discussion: PLAY Response Post3. Work on Haley’s commands | 1. *Finish* Bonus Material2. Create weapon pickup system in game3. Sleep in | 1. Finish Discussion: PLAY Response Post2. 1.7 Brain Teaser3. Breakfast in bed for babe | 1.Rest2. Rest3. Rest |
| Play |
|  1. Fix Weapon Tracing in Game |  1. Plan backstory and areas for game |  1. Update website with blog post about second class progress and thoughts |  1. Research prep tips for getting into the Gaming Industry |  1. Watch a movie with babe |  1. Spontaneous day |  1. Go to lunch with babe |
| Fit/Wellness |
|  1. Walk Haley |   1. Walk Haley |   1. Walk Haley |   1. Walk Haley |   1. Walk Haley |   1. Walk Haley |   1. Rest |
| Push |
|  1. Run more on my walk |  1. Meet at least 2 new people in the class |  1. Meet at least 2 more new people in the class |  1. Try to find a connection in class for art |  1. Try to find a connection in class for 3D modelling |  1. Add a new feature to the game |  1. Teach Haley something new |
| Week 1 Reflection Questions – Answer each question with a minimum of 5-6 detailed sentences.  |
| 1. What’s your experience with goal-setting? *In my experience with goal-setting, I have created tasks that are harder for me to do, then broken that up into what needs to be done to accomplish this. Once I know all my steps, I erect a plan to enact on, and work on it. I will admit that sometimes I do just wing it, not of laziness, but because sometimes, just as in the Weekly Plan, things come to you after your plan, or separate from it, and these ideas can change the course of your work and thought. I mix planning with spur of the moment decisions after testing, and it gets me results that all parts of my brain can contribute to. I am a firm believer in that, to be great, a game’s gameplay should be shaped around the founding idea; you make an idea, then start working it as a prototype, then you start shaping the game itself around that gameplay. If you don’t start with a specific vision of how you want a game to feel, your story, mechanics, gameplay, animations, and everything else will be disconnected from your project. Everything must have flow, or yin and yang, or it is just a slew of ideas slapped together.*2. After creating this plan, which area will be the most challenging for you? Easiest? (You may use your Essentials (e3) results as a reference) *The hardest part of my Week 1 plan is going to be getting into the routine of planning my time. I normally don’t plan too*  *far ahead and have gone by the hour, which does lead to sloppy results more than not. Especially since I am challenging*  *myself to add a new mechanic to my game; this will push me to learn something new in the game engine, and that is never*  *an easy task. The easiest part about the Week 1 plan will be the Play. I enjoy making games and do it every chance I get;*  *not only does it relieve stress, but it engrosses my mind in a world where I get to play a God to a universe with my own*  *rules… Anything is possible. Just opening the software kickstarts my brains fun center and excites me to work on it! All in*  *all, the Weekly plan will take some getting used to, but it will be well worth the work, time, and effort. This will help me*  *think more clearly about what tasks need to be done and when, while still giving me flexibility for not only change, but also*  *spontaneity.* |

 Austin Bunker's Weekly Plan – Week 1