

DIG2632

COURSE SYLLABUS



CREATING MOBILE GAMES

Please read the syllabus in its entirety. Click on each tab to access its content.

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GENERAL COURSE INFO

Course number: DIG2632

Semester/Year: Summer 2021

Credit Hours: 3.0

Course Website: elearning.ufl.edu

COURSE INSTRUCTOR

Instructor: Nick Heitzman

Office (hours): by appointment

Contact email: nick@digitalworlds.ufl.edu
(<mailto:nick@digitalworlds.ufl.edu>)

Contact phone: (352) 294-2000

COURSE DESCRIPTION

Develops appreciation and basic fluency in the application of visual and design literacy into emergent forms of digital media. Historical and theoretical perspectives inform hands-on learning across topics including pre-visualization and storyboarding in static and time-based media, and the critical analysis of contemporary and iconic visual storytelling.

PREREQUISITE KNOWLEDGE AND SKILLS

None

COURSE GOALS AND/OR OBJECTIVES

By the end of this course, students will be able to:

1. Utilize the general workflow for creating mobile games using industry-standard software.
2. Define scope for their game by creating a Game Design Document.
3. Use the various types of tools involved in designing a mobile game.

COURSE STRUCTURE

The course consists of an Orientation metaventure (module) and 15 content metaventures (modules). You have one week to work on each module. Each week, you will have to watch lectures and work on assignments.

REQUIRED MATERIALS

- Unity HUB and Unity 2019+ (*free registration required*)
- Visual Studio (*or similar scripting software*)

- Adobe Photoshop CC or GNU Image Editor

RECOMMENDED MATERIALS

- Lynda.com Online Unity Tutorials (*Free access for UF students*)
- Official Unity Community: <https://unity3d.com/community>
(<https://unity3d.com/community>)
- ArtStation: <https://www.artstation.com> _(<https://www.artstation.com>)_
- Sketchfab: <https://sketchfab.com/> _(<https://sketchfab.com/>)_
- Night in the Woods game: <http://www.nightinthewoods.com/>
(<http://www.nightinthewoods.com/>)
- Digital Graphic Drawing Tablet with Pen (*Photoshop compatible*)

MATERIALS AND SUPPLY FEES

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is **\$0.00**.

The total course fee for each course is listed on the [UF Schedule of Courses](https://registrar.ufl.edu/soc/) _(<https://registrar.ufl.edu/soc/>)_ (<https://registrar.ufl.edu/soc/>).

GENERAL INFO

There is no final exam in this class. Instead, there will be a final project in lieu of the final exam. The final project is due on the date/time of a scheduled final exam. The final exam time scheduled for this course will be announced in advance of each semester by the University of [Florida Registrar's Office](https://registrar.ufl.edu/soc/) _(<https://registrar.ufl.edu/soc/>)_ (<https://registrar.ufl.edu/soc/>).

WEEKLY SCHEDULE

Week	Metaventure	Subject	Assignments Due	Stretch Goals
1	MV 00: Orientation	• Introduction to Game Development • Syllabus Overview • Editor and 2D Games Introduction	• Readiness Test • Introductions • Orientation Quiz	None
2	MV 01: Designing Worlds and Personalities	• Game Design Document (GDD) Creation • Example Student Games • Video Game Storytelling • Character Designs	GDD V1.0	Player Background Story
3	MV 02: Constructing Worlds	• Level Map Design • Rough Gameplay Maps • Level Building	Rough Level Map	Gameplay Path(s) Overlay
4	MV 03: The Player	• Player Character and Animations • Animated Sprite Sheets • Player and NPC Animations	Player Animations	Player Accessory
5	MV 04: Prototype Milestone	• PROTOTYPE MILESTONE • Game Build Process • Bug Fixing Basics	PROTOTYPE MILESTONE	None

Week	Metaventure	Subject	Assignments Due	Stretch Goals
6	MV 05: User Interface	• User Interface (UI) Development • Canvas UI Design • Custom Fonts and Graphics	UI/UX Screenshot	Final UI Mockup + Dialogue
7	MV 06: Tile Mapping	• Tilemaps, Tilesets, Tile Palettes • Grids and Tilemaps • Tile Palettes	Tileset Screenshot	Custom Tile Palette
8	MV 07: Midterm Milestone	• MIDTERM MILESTONE • Game Build Process Refresher • Gameplay Analysis	MIDTERM MILESTONE	None
9	MV 08: Level Transitions and Post-Processing	• Level Transitions and Post-processing • Level Travel Mechanisms • Post-processing Examples and Pipeline	Transition Screenshots	Post-Processing Screenshot
10	MV 09: Parallax and Lighting	• Parallax and Lighting • Parallax and Layers • Lighting Examples and Pipeline • Particle Editor Introduction	Parallax Lighting Screenshot	Particle Effect Screenshot

Week	Metaventure	Subject	Assignments Due	Stretch Goals
11	MV 10: Splash Screen and Icon	• Splash Screen and Icon • User Experience (UX) Design • Splash Screen Development • Game Icon Creation	Splash Screen Logo	Game Icon Image
12	MV 11: Game Start and Credits	• Game Start and Credits Screens • Start Screen Examples and Exercise • Credits Screen Examples and Exercise	Game Start Screenshot	Game Credits Screenshot
13	MV 12: Beta Milestone	• BETA MILESTONE • BETA Student Game Examples • Content Lock Discussion	BETA MILESTONE	None
14	MV 13: Game Audio; Enemies	• Game Audio and Enemies • Global Local and Specific Sounds • Multi-Purpose Enemies	Audio Asset List	None
15	MV 14: Quality and Game Testing	• Play Testing • Tester Responsibilities • Final Testing Passes • Game Controller Exercise	Gameplay Self-Evaluation	Peer Playtest Report

Week	Metaventure	Subject	Assignments Due	Stretch Goals
16	MV 15: Gold Master Final	GOLD MASTER MILESTONE - Final Game Build - ReadMe.txt Exercise	GOLD MASTER MILESTONE ReadMe.txt	None

EVALUATION OF GRADES

Assessments	Total Points	% of Grade
Assignments: - Readiness test (10 points) - Introductions (10 points) - Stretch goals (10 points) - Orientation Quiz (10 points) - Game design document (50 points) - Rough level map (50 points) - Player animations (50 points) - UI/UX screenshot (50 points) - Tileset screenshot (50 points) - Transition screenshots (50 points) - Parallax + lighting screenshot (50 points) - Splash screen logo (50 points) - Game start screenshot (50 points) - Audio asset list (50 points) - Gameplay self-evaluation (50 points)	590 points	50%
Milestones: - Prototype milestone (50 points) - Midterm milestone (100 points) - Beta milestone (50 points) - Final project (gold master) (100 points)	300 points	50%

Assessments	Total Points	% of Grade
Total	890 points	100%

GRADING SCALE

Letter Grade	% Equivalency	GPA Equivalency
A	94-100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF	0 – 59%	0.00

More information on grades and grading policies can be found on the [UF Grades and Grading Policies webpage](https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/)
[\(https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/\)](https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/)
[\(https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/\)](https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/)

Expect your work to be graded within a week. Contact your instructor if you have any questions about your grade.

PARTICIPATION POLICY

You are expected to participate in all course assignments and submit all your work on time.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/> [\(https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/\)](https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/)

LATE WORK

Work submitted late will always be given partial credit, so turning in LATE work is always better than NOT turning in any assignments – which will always result in a zero for that task.

MAKE-UP POLICY

All projects must be submitted on time. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence as outlined under UF attendance policy:

<https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/> [\(https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/\)](https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/)

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx> [_ \(https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx\)](https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx)

COURSE TECHNOLOGY

The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW technology requirements:

<https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>

[\(https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/\)](https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/)

COURSE COMMUNICATIONS

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

Electronic communication outside class meetings is welcome, however unless absolutely urgent, will be responded to M-F from 9 AM to 5 PM.

COURSE TECHNOLOGY SUPPORT

The [Technology Support Center](http://digitalworlds.ufl.edu/institute-information/student-support/tsc/) [\(http://digitalworlds.ufl.edu/institute-information/student-support/tsc/\)](http://digitalworlds.ufl.edu/institute-information/student-support/tsc/) provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources:

<https://digitalworlds.ufl.edu/institute-information/student->

[resources/tsc/](https://digitalworlds.ufl.edu/institute-information/student-resources/tsc/) [\(https://digitalworlds.ufl.edu/institute-information/student-resources/tsc/\)](https://digitalworlds.ufl.edu/institute-information/student-resources/tsc/).

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](http://digitalworlds.ufl.edu/academics/digital-worlds-institute/forms/student-support/submit-a-help-ticket/) [\(http://digitalworlds.ufl.edu/academics/digital-worlds-institute/forms/student-support/submit-a-help-ticket/\)](http://digitalworlds.ufl.edu/academics/digital-worlds-institute/forms/student-support/submit-a-help-ticket/) or email support@digitalworlds.ufl.edu [\(http://digitalworlds.ufl.edu/institute-information/student-support/tsc/support@digitalworlds.ufl.edu\)](http://digitalworlds.ufl.edu/institute-information/student-support/tsc/support@digitalworlds.ufl.edu).

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](mailto:UF%20Computing%20Help%20Desk) [\(mailto:UF%20Computing%20Help%20Desk\)](mailto:UF%20Computing%20Help%20Desk) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu [\(mailto:helpdesk@ufl.edu\)](mailto:helpdesk@ufl.edu).

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code

[\(https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/](https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/) [\(https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/\)](https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/))

specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS Demeanor

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://disability.ufl.edu/> [\(https://disability.ufl.edu/\)](https://disability.ufl.edu/)) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. For more information, refer to the [Netiquette Guide for Online Courses](https://www.cise.ufl.edu/wp-content/uploads/2019/08/CISE_Netiquette_Guide.pdf) (https://www.cise.ufl.edu/wp-content/uploads/2019/08/CISE_Netiquette_Guide.pdf) (https://www.cise.ufl.edu/wp-content/uploads/2019/08/CISE_Netiquette_Guide.pdf)

SOFTWARE USE

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual

violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

STUDENT PRIVACY

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see <https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/>. (<https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/>)

ONLINE COURSE EVALUATIONS

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at

<https://gatorevals.aa.ufl.edu/students/>

(<https://gatorevals.aa.ufl.edu/students/>). Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under

GatorEvals, or via <https://ufl.bluera.com/ufl/> (<https://ufl.bluera.com/ufl/>).

Summaries of course evaluation results are available to students at

<https://gatorevals.aa.ufl.edu/public-results/>

(<https://gatorevals.aa.ufl.edu/public-results/>).

PRIVACY AND ACCESSIBILITY POLICIES

For information about the privacy policies of the tools used in this course, see the links below:

- Instructure (Canvas)
 - [Privacy Policy](https://www.instructure.com/policies/privacy) [_ \(https://www.instructure.com/policies/privacy\)](https://www.instructure.com/policies/privacy)
 - [Accessibility](https://www.instructure.com/canvas/accessibility) [_ \(https://www.instructure.com/canvas/accessibility\)](https://www.instructure.com/canvas/accessibility)
- Vimeo
 - [Privacy Policy](https://vimeo.com/privacy) [_ \(https://vimeo.com/privacy\)](https://vimeo.com/privacy)
 - [Accessibility](https://vimeo.com/blog/post/accessibility-updates-to-the-vimeo-player/) [_ \(https://vimeo.com/blog/post/accessibility-updates-to-the-vimeo-player/\)](https://vimeo.com/blog/post/accessibility-updates-to-the-vimeo-player/)
- Zoom
 - [Privacy Policy](https://zoom.us/privacy) [_ \(https://zoom.us/privacy\)](https://zoom.us/privacy)
 - [Accessibility](https://zoom.us/accessibility) [_ \(https://zoom.us/accessibility\)](https://zoom.us/accessibility)
- YouTube (Google)
 - [Privacy Policy](https://policies.google.com/privacy) [_ \(https://policies.google.com/privacy\)](https://policies.google.com/privacy)
 - [Accessibility](https://support.google.com/youtube/answer/189278?hl=en) [_ \(https://support.google.com/youtube/answer/189278?hl=en\)](https://support.google.com/youtube/answer/189278?hl=en)
- Articulate
 - [Privacy Policy](https://articulate.com/privacy) [_ \(https://articulate.com/privacy\)](https://articulate.com/privacy)
 - [Accessibility](https://articulate.com/support/article/Articulate-360-FAQs-Accessibility) [_ \(https://articulate.com/support/article/Articulate-360-FAQs-Accessibility\)](https://articulate.com/support/article/Articulate-360-FAQs-Accessibility)
- Microsoft
 - [Privacy Policy](https://privacy.microsoft.com/en-us/privacystatement) [_ \(https://privacy.microsoft.com/en-us/privacystatement\)](https://privacy.microsoft.com/en-us/privacystatement)
 - [Accessibility](https://www.microsoft.com/en-us/accessibility/office?activetab=pivot_1%3aprimar2) [_ \(https://www.microsoft.com/en-us/accessibility/office?activetab=pivot_1%3aprimar2\)](https://www.microsoft.com/en-us/accessibility/office?activetab=pivot_1%3aprimar2)
- Adobe
 - [Privacy Policy](https://www.adobe.com/privacy/policy.html) [_ \(https://www.adobe.com/privacy/policy.html\)](https://www.adobe.com/privacy/policy.html)
 - [Accessibility](https://www.adobe.com/accessibility.html) [_ \(https://www.adobe.com/accessibility.html\)](https://www.adobe.com/accessibility.html)
- Honorlock
 - [Privacy Policy](https://honorlock.com/student-privacy-statement/) [_ \(https://honorlock.com/student-privacy-statement/\)](https://honorlock.com/student-privacy-statement/)
 - [Accessibility](https://honorlock.com/accessibility-statement/) [_ \(https://honorlock.com/accessibility-statement/\)](https://honorlock.com/accessibility-statement/)

HEALTH AND WELLNESS

U Matter, We Care [_ \(https://umatter.ufl.edu/\)](https://umatter.ufl.edu/): If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center

[_ \(http://www.counseling.ufl.edu/cwc/Default.aspx\)](http://www.counseling.ufl.edu/cwc/Default.aspx)

[_ \(http://www.counseling.ufl.edu/cwc/Default.aspx\)](http://www.counseling.ufl.edu/cwc/Default.aspx), 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS). Student Health Care Center, 392-1161.

University Police Department [_ \(http://www.police.ufl.edu/\)](http://www.police.ufl.edu/), <http://www.police.ufl.edu/>, 392-1111 (or 9-1-1 for emergencies).

ACADEMIC RESOURCES

E-learning technical support [_ \(https://lss.at.ufl.edu/help.shtml\)](https://lss.at.ufl.edu/help.shtml): 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu; <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center: [_ \(http://www.crc.ufl.edu/\)](http://www.crc.ufl.edu/) 392-1601; Reitz Union; Career assistance and counseling; <http://www.crc.ufl.edu/>

Library Support [_ \(http://cms.uflib.ufl.edu/ask\)](http://cms.uflib.ufl.edu/ask), <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center [_ \(http://teachingcenter.ufl.edu/\)](http://teachingcenter.ufl.edu/), Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio [_ \(http://writing.ufl.edu/writing-studio/\)](http://writing.ufl.edu/writing-studio/), 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

On-Line Students Complaints [_ \(https://www.distance.ufl.edu/getting-help/student-complaint-process/\)](https://www.distance.ufl.edu/getting-help/student-complaint-process/): [https://www.distance.ufl.edu/getting-](https://www.distance.ufl.edu/getting-help/student-complaint-process/)

[help/student-complaint-process/](#)

DISCLAIMER

This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

Course Summary:

Date	Details	Due
	 <u>Metaventure 00: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4438336)	
	 <u>Metaventure 00: Introductions</u> (https://ufl.instructure.com/courses/404399/assignments/4441679)	
	 <u>Metaventure 00: Readiness Test</u> (https://ufl.instructure.com/courses/404399/assignments/4438289)	
	 <u>Metaventure 01: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4467200)	
	 <u>Metaventure 01: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4467218)	
	 <u>Metaventure 02: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4469316)	

Date	Details	Due
	 <u>Metaventure 02: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4469315)	
	 <u>Metaventure 03: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471959)	
	 <u>Metaventure 03: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471994)	
	 <u>Metaventure 04: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471958)	
	 <u>Metaventure 05: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471957)	
	 <u>Metaventure 05: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471992)	
	 <u>Metaventure 06: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471956)	
	 <u>Metaventure 06: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471991)	
	 <u>Metaventure 07: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471955)	
	 <u>Metaventure 08: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471954)	
	 <u>Metaventure 08: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471989)	

Date	Details	Due
	 <u>Metaventure 09: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471953)	
	 <u>Metaventure 09: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471988)	
	 <u>Metaventure 10: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471952)	
	 <u>Metaventure 10: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471987)	
	 <u>Metaventure 11: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471951)	
	 <u>Metaventure 11: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471986)	
	 <u>Metaventure 12: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471950)	
	 <u>Metaventure 13: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471949)	
	 <u>Metaventure 14: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471948)	
	 <u>Metaventure 14: Secret Level</u> (https://ufl.instructure.com/courses/404399/assignments/4471983)	
	 <u>Metaventure 15: Quest</u> (https://ufl.instructure.com/courses/404399/assignments/4471947)	