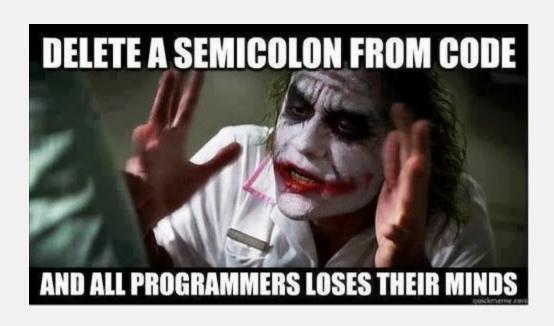# Unity 3D Game Build with Timeline

	LEARNING GOAL & SCALE: Standard
4	Student will be successful in level 3 and: Create a gaming using high-level functions and add additional features that were not provided through the tutorial they chose. Using the mini-tutorials or even more so through their own creation.
3	Student will: Code Programs (66.0): code routines, write programs & event-driven programs, logical statements, & score keeping. Implement Program Structures (70.0): include tables, arrays, help text, interactive programs, design screen layouts, use object oriented language, even-driven goals and actions.
2	Student will: Define: object oriented language, event-driven, code, and array. Know which game engine you want to learn (C#- Unity or C++ Unreal)
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are working for a video game company and are beginning your first build. The project manager wants to see your skill by creating an Argon Assault build using an animation track for the first time.

DELETE A SEMICOLON FROM CODE AND ALL PROGRAMMERS LOSES THEIR MINDS

**As you do these tutorials I want you to keep track of your source code (put in Notepad ++, keep track of which object you put in, etc.).

- Access Argon Assault tutorials through Gamedev.tv
- Login using the information on your monitor
- Click "My Courses" at the top
- Choose "Complete C# Unity Game Developer 3D Online Course"
- Scroll down to Argon Assault
- Be sure to note/write down where you end at each day as multiple people will use that login.