

**COSC 438 – Game Design and Development**  
Schedule – Fall 2017

- 9/18 Miniproject #1 due**
- 10/2 Miniproject #2 due**
- 10/13 Major project proposals due**
- 11/13 Milestone checkin for major project**
- 12/5 Team reviews due
- 12/6 Presentation Gala (tentative)**