

Week 1

- Complete [Lynda course: Unity Fundamentals](#) (2 hours)
- Complete [Unity Survival Shooter Tutorial](#) (3 hours)
- Complete [Lynda course: Unity Scripting and Publishing](#) (2 hours)

Week 2

- Complete [Let's Try Game Dev: Shooting with Raycasting](#) (0.5 hours)
- Read the following sections on Unity and Virtual Reality
 - [03 – Interaction in VR](#)
 - [05 – Movement in VR](#)
- Read the following resources on working with Unity and Google Cardboard
 - [Unity Manual – Google VR](#)
 - [Google – Getting Started with Unity and VR](#)

[Link to get a Google Cardboard](#)

Week 3

- Read the following sections on Unity and Virtual Reality
 - [04 – User Interfaces for VR](#)
 - [06 – Optimization for VR in Unity](#)