CS 3371: Game Development I

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Office: MCS 220A  Hours: M-F 1-3PM
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Course Description
This course is about making games using Unity3D, The game industry is the fastest growing segment of the entertainment market and an excellent field for career advancement.

Required materials (i.e. textbooks, software, etc)
A Packet of Unity3D Projects is available in the campus bookstore.

- You must have an adequate computer and Internet connectivity in order to participate fully in the class. A table describing supported browsers can be viewed on Blackboard's support site.

Prerequisites
There are no prerequisites for this course

Technical skills required for the course
Students must be able to operate a computer and have the necessary technical skills to navigate around the world wide web.

Time spent on this course
- Students can expect to spend a minimum of 6 hours per week to complete all the readings and assignments.
- The time needed for adequate study and understanding of the course material, as well as discussion posts and critical thinking for all exercises and papers amounts to between six and seven hours per week.
Goals, Objectives, and Outcomes

Demonstrate the ability to implement a fully featured game. Describe the parts and components of a computer game, including graphics, animations, dynamics and logic.

Method of Assessing Outcomes

Demonstration and Presentation of 4 assignments: (25 points each):

1. RollABall → build your own modified version
2. Space Shooter or Tanks → build your own modified version
3. Flight Simulator → build your own modified version

Grades

Each Demonstration is worth 20% of your grade.

Criteria for Grading:

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<th>Percentage</th>
<th>Grade</th>
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<tr>
<td>90-100%</td>
<td>A</td>
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<td>80-89%</td>
<td>B</td>
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<td>70-79%</td>
<td>C</td>
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<td>60-69%</td>
<td>D</td>
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<tr>
<td>Below 60%</td>
<td>F</td>
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Final Exam

- Final examination is in the form of a power point presentation.

Class Weekly Schedule

Week 1-3: RollABall
Unity3D.com Tutorial (and Course Booklet)

Week 4-8: Space Shooter or Tanks
Unity3D.com Tutorials (and Course Booklet)

Week 9-12: Flight Simulator
Course Booklet

Week 12-16: Your own Original Game Design
Final: Power Point Presentation format, 10-12 slides

Administration

- Students may receive occasional emails from the course instructor and are expected to respond promptly.

- This is an online course and attendance is not taken. However, failure to participate or communicate on the part of a student will result in an appropriate reduction of your grade and possibly in your failure of this course.
Late work
Late assignments will be considered at the discretion of the instructor, but as a general rule a late assignment is worth at most 80% of its original value if it is posted up to one week late, and at most 50% if it is more than one week late. Please submit your assignments on time and stay in sync with the flow of the class.

Policy on incompletes
• From the ASU Catalog:
The grade “I” is given when the student is unable to complete the course because of illness or personal misfortune. An “I” that is not removed before the end of the next long semester automatically becomes an “F”. Students will be allowed one year to remove a grade of “I” before it automatically becomes an “F”. To graduate from ASU, a student must complete all “I”'s.

University Policies
Academic Integrity
Angelo State University expects its students to maintain complete honesty and integrity in their academic pursuits. Students are responsible for understanding and complying with the university Academic Honor Code and the ASU Student Handbook.

Accommodations for Disability
The Student Life Office is the designated campus department charged with the responsibility of reviewing and authorizing requests for reasonable accommodations based on a disability, and it is the student's responsibility to initiate such a request by contacting the Student Life Office at (325) 942-2191 or (325) 942-2126 (TDD/FAX) or by e-mail at Student.Life@angelo.edu to begin the process. The Student Life Office will establish the particular documentation requirements necessary for the various types of disabilities.

Student absence for religious holidays
A student who intends to observe a religious holy day should make that intention known in writing to the instructor prior to the absence. A student who is absent from classes for the observance of a religious holy day shall be allowed to take an examination or complete an assignment scheduled for that day within a reasonable time after the absence.