CS 1371-010: Intro to Computer Game Dev

Grant Wilde
Spring, 2020

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Office Hours: MWF 2-4 pm, TR 9-11 am
Office: MCS 205K

Course Website: Blackboard
Class Hours: MWF 9:00-9:50 am
Class Room: MCS 105

Course Description
An introduction to computer game development. Topics include the history of game development, player motivation, game elements, storytelling, characters, game play, level design, interface design, audio, project management, production, marketing and maintenance.

Learning Outcomes
When you complete this course, you should be able to:
1. Discuss the history of electronic game development.
2. Distinguish between different game platforms and genres.
3. Define elements related to game strategy, theory and gameplay.
4. Identify the distinct roles and responsibilities of members of a game development team.
5. Apply story and character development to games.

Required Materials


Software:
1. Unity:
   • Available on the machines in the MCS computer labs.
   • You can download Unity free of cost from unity3d.com. Details will follow when class starts.

Blackboard: Blackboard will used for lecture note postings, assignment postings, and assignment submissions.
Computer: You must have access to an adequate computer and Internet connectivity to participate fully in the class. A table describing supported browsers can be viewed on Blackboard’s support site.

Communication

You are responsible for checking your ASU email account and Blackboard throughout the duration of this course.

Activities Assessing Learning Outcomes

Quizzes You will be assigned textbook material to read for each class. Quizzes will be given at random during class to insure students are completing the required preparation for each lecture.

Homework Homework assignments will take the form of written papers related to the material covered in the assigned readings and covered in class. The purpose of homework assignments is to assess student’s learning in aspects that are non-programming related.

Programming Assignments The purpose of the programming assignments is to give you individual practice on the topics that you are learning and to explore some ideas more deeply. Programming assignments will be in the form of programming exercises to be completed in the Unity environment.

Final Project In the place of a final exam, a final project will be completed by the student. The final project will be an original game of the student’s own creation.

Grades

Your course grade will be based on the following:

<table>
<thead>
<tr>
<th>Activity</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes</td>
<td>35%</td>
</tr>
<tr>
<td>Homework</td>
<td>30%</td>
</tr>
<tr>
<td>Programming Assignments</td>
<td>10%</td>
</tr>
<tr>
<td>Final Project</td>
<td>25%</td>
</tr>
</tbody>
</table>

ASU employs a letter grade system. Grades in this course are determined on a percentage scale:
<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>90-100</td>
</tr>
<tr>
<td>B</td>
<td>80-89</td>
</tr>
<tr>
<td>C</td>
<td>70-79</td>
</tr>
<tr>
<td>D</td>
<td>60-69</td>
</tr>
<tr>
<td>F</td>
<td>0-59</td>
</tr>
</tbody>
</table>

Course Outline

Weekly tentative schedule:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topics</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Historical Elements: how did we get here?</td>
</tr>
<tr>
<td>2</td>
<td>Platforms &amp; Player Modes: what is the framework?</td>
</tr>
<tr>
<td>3</td>
<td>Goals &amp; Genres: what are the possibilities?</td>
</tr>
<tr>
<td>4</td>
<td>Player Elements: who plays and why?</td>
</tr>
<tr>
<td>5</td>
<td>Story &amp; Character Development: creating the narrative</td>
</tr>
<tr>
<td>6</td>
<td>Story &amp; Character Development: creating the narrative</td>
</tr>
<tr>
<td>7</td>
<td>Gameplay: creating the experience</td>
</tr>
<tr>
<td>8</td>
<td>Levels: creating the world</td>
</tr>
<tr>
<td>9</td>
<td>Interface: creating the connection</td>
</tr>
<tr>
<td>10</td>
<td>Audio: creating the atmosphere</td>
</tr>
<tr>
<td>11</td>
<td>Roles &amp; Responsibilities: developing the team</td>
</tr>
<tr>
<td>12</td>
<td>Production &amp; Management: developing the process</td>
</tr>
<tr>
<td>13</td>
<td>Marketing &amp; Maintenance: developing the community</td>
</tr>
<tr>
<td>14</td>
<td>Unity</td>
</tr>
<tr>
<td>15</td>
<td>Unity</td>
</tr>
<tr>
<td>16</td>
<td>Final Project</td>
</tr>
</tbody>
</table>

Course Policies

Policy on absenteeism/non-communication

- Attendance will be taken every day in the beginning of class. In-class quizzes and programming assignments will be given, so absenteeism will negatively impact your grade. Failure to participate or communicate on your part will result in an appropriate reduction of your grade and possibly in your failure of this course.

Late work

- All assignments, unless otherwise specified, must be submitted to Blackboard containing your name, course name, the title of the assignment and the due date.
- No late assignment will be accepted. No e-mail submission is accepted. There are no exceptions to this rule.
Student Disability Services

ASU is committed to the principle that no qualified individual with a disability shall, on the basis of disability, be excluded from participation in or be denied the benefits of the services, programs or activities of the university, or be subjected to discrimination by the university, as provided by the Americans with Disabilities Act of 1990 (ADA), the Americans with Disabilities Act Amendments of 2008 (ADAAA), and subsequent legislation.

The Office of Student Affairs 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:

Ms. Dallas A. Swafford
Director of Student Disability Services
• 325-942-2047
• dallas.swafford@angelo.edu
• Houston Harte University Center

Title IX Statement

The University prohibits discrimination based on sex, which includes pregnancy, sexual orientation, gender identity, and other types of Sexual Misconduct. Sexual Misconduct is a broad term encompassing all forms of gender-based harassment or discrimination including: sexual assault, sex-based discrimination, sexual exploitation, sexual harassment, public indecency, interpersonal violence (domestic violence and/or dating violence), and stalking. As a faculty member, I am a Responsible Employee meaning that I am obligated by law and ASU policy to report any allegations I am notified of to the Office of Title IX Compliance.

Students are encouraged to report any incidents of sexual misconduct directly to ASU’s Office of Title IX Compliance and the Director of Title IX Compliance/Title IX Coordinator at:

Michelle Nicole Boone, J.D. Director of Student Disability Services
• 325-942-2022
• Michelle.boone@angelo.edu
• Mayer Administration Building 204

You may also file a report online 24/7 at www.angelo.edu/incident-form.

If you are wishing to speak to someone about an incident in confidence you may contact the University Health Clinic and Counseling Center at 325-942-2173 or the ASU Crisis Helpline at 325-486-6345.

For more information about Title IX in general you may visit www.angelo.edu/title-ix..
Student Absence for Observance of Religious Holy Days

A student who intends to observe a religious holy day should make that intention known in writing to the instructor prior to the absence. See ASU Operating Policy 10.19 Student Absence for Observance of Religious Holy Day for more information.

Incomplete Grade Policy

It is policy that incomplete grades be reserved for student illness or personal misfortune. Please contact faculty if you have serious illness or a personal misfortune that would keep you from completing course work. Documentation may be required. See ASU Operating Policy 10.11 Grading Procedures for more information.

Student Conduct Policies

Academic Integrity

Students are expected to maintain complete honesty and integrity in all work. Any student found guilty of any form of dishonesty in academic work is subject of disciplinary action and possible expulsion from ASU. Visit ASU’s Academic Integrity page for more information.

Plagiarism

Plagiarism is a serious topic covered in ASU’s Academic Integrity policy in the Student Handbook. Plagiarism is the action or practice of taking someone else’s work, idea, etc., and passing it off as one’s own. Plagiarism is literary theft.

In your discussions and/or your papers, it is unacceptable to copy word-for-word without quotation marks and the source of the quotation. It is expected that you will summarize or paraphrase ideas giving appropriate credit to the source both in the body of your paper and the reference list.

Papers are subject to be evaluated for originality via Turnitin. Resources to help you understand this policy better are available at the ASU Writing Center.

Copyright Policy

Students officially enrolled in this course should make only one printed copy of the given articles and/or chapters. You are expressly prohibited from distributing or reproducing any portion of course readings in printed or electronic form without written permission from the copyright holders or publishers.

General Policies Related to This Course

All students are required to follow the policies and procedures presented in these documents:

- Angelo State University Student Handbook
- Angelo State University Catalog
Modifications to the Syllabus

The instructor and the university reserve the right to modify or change the syllabus (schedule, course requirements, grading policy, etc.) as the curriculum and/or program require(s).