

Project Development I & II | Game & Simulation Group Project | Spring 09



Course | GAME 2332_2334_2359

Project Development I & II | Group Project

3 Credit Hours (2 Lecture, 4 Lab)

Room | T250 | F 9-12:50pm

Instructors | J.H Roden M.Ed

Office Hours | Posted on Office Door

JRoden@DCCCD.EDU

Office: 972.761.6830

Mailbox: B101 or T244B Office Door

Richland phone: 972-238-6140

The instructors reserve the right to amend this syllabus as necessary.

COURSE DESCRIPTION |

Skill development in an original modification based on a current game engine. Includes management of version control; development of project timeliness; integration of sound models, and animation; production of demos; and creation of original levels, characters, and content for a real-time multiplayer game. Applies skills learned in previous classes in a simulated real-world design team experience.

END OF COURSE OUTCOMES |

- Prepare design documents and time schedules. (GDD,TDD, ASG)
- Develop a game or simulation based on a design plan.
- Explain the fundamentals of project management and version control.

NOTE |

GAME 2332, 2334 and 2359 are designed as cooperative learning courses.

FORMAL JURY & ASSESSMENT |

You will be provided a grading rubric for each milestone completed.

SOFTWARE |

This course is designed to be used with Softimage XSI, Photoshop and Valve's Source game engine/tools.

PREREQUISITES |

GAME 1303, GAME 1304, ARTC 1302, GAME 2336, GAME 1345/2345, ARTV 1341

Instructional and delivery methods within each module:

- Lectures facilitated with visuals.
- Textbook, Training DVD's and Online Resources
- Activity Quizzes
- Differentiated Instruction
- Independent Student Work
- Individual and Team Projects (Objective Sheets for Each Module)
- Cooperative Learning & Team Collaboration

Textbook and Supplies |

- **TEXT:** Game Development Essentials: Game Project Management, Hight & Novak, ISBN 10 1-4180-1541-5
- 11X14 Acid Free Sketchbook (Perforated pages and ring bound)
- #2 Pencils
- 3 - 5 Ebony Drawing Pencils
- Blank CD-R's/DVD-R's
- Jump Drive or External Hard Drive (Buy the most space you can afford)
- Headphones (No longer offered in Lab)

Scans Skills |

The Secretary's Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today's dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

- **Writing:** communicate thoughts, ideas, information, and messages in writing, and create documents such as letters, directions, manuals, reports, graphs, and flow charts.
- **Problem Solving:** recognize problems and devise and implement plan of action.
- **Reasoning:** discover a rule or principle underlying the relationship between two or more objects and apply it when solving a problem.
- **Responsibility:** exert a high level of effort and persevere toward goal attainment.
- **Human Resources:** Assess skills and distribute work accordingly, evaluate performance and provide feedback.
- **Participate as Member of a Team:** contribute to group effort.
- **Exercise Leadership:** communicate ideas to justify position, persuade and convince others, responsibly challenge existing procedures and policies.
- **Negotiate:** work toward agreements involving exchange of resources, resolve divergent interests.

Required Lab |

Students are required to spend at least **One** extra hour per week outside of class working on student projects. However, I encourage you to work more in order to practice and experiment with your work. Lab assistants and faculty are in the lab to answer questions, however multimedia tutoring is not available in the lab.

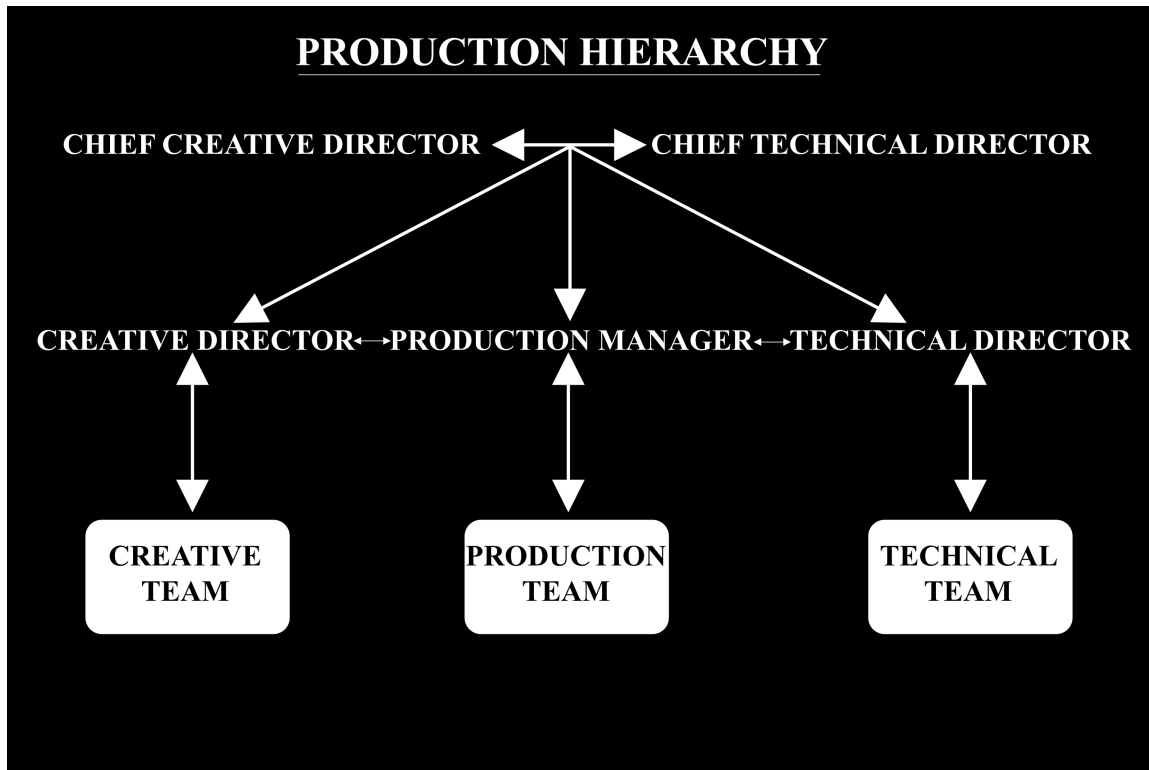
Lab Hours |

The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246.

Hours for the Spring semester are:

- Monday – Thursday: 9:00 am to 9:45 pm
- Friday: 9:00 am to 4:45 pm
- Saturday: 12:00 pm to 4:45 pm

COURSE OUTLINE & OVERVIEW |



MODULE 1 | Organization, Concept Development & Planning

- Definition of Concept
- Concept Development: Key Questions
- Concept Team Members, their roles & building a team
- The Premise: Characters, Goals & Game Philosophy
- Unique Selling Points (USPs) & Target Customers
- Intellectual Property: Original vs. Licensed
- Game Features & Platforms
- The Business: Development, Marketing & Publishing

MODULE 2 | Developing the Game Design Document (GDD)

- Game Design Document (GDD)
- Story, Outline, Plot & Environments
- Script & Formatting
- Cinematics: Pre-Rendered vs. In-Game

Module 2 continued...

- Storytelling & Storyboards
- Player Types: Traits & Features
- Gameplay Mechanics: Levels & Interfaces

MODULE 3 | Developing the Technical Design Document (TDD)

- Architecture: The Technical Design Document (TDD)
- Coding Standards & Tools
- Game Engines
- Risks & Contingencies
- Third Party Technology Dependencies
- Security
- Revision Control
- Artificial Intelligence (AI)
- Physics
- Input/Output (I/O)
- Media Formats, Hardware Considerations & Graphics
- Multiplayer & the Internet: Communication Protocol
- User Interface, Art Tools, Sound & The TDD
- Research & Development
- Technical Design Review (TDR) & The Prototype

MODULE 4 | Developing the Art Style Guide (ASG)

- Art Style Guide (ASG)
- Environment & Objects
- Art Production Pipeline
- Concept Drawing & Storyboarding Continued
- Modeling, Animation, Texturing, Lighting & Rendering
- Sound Design Document

MODULE 5 | Business, Management & the Organization

- Phases of Game Development
- Staffing Plan: Roles & Responsibilities Continued
- Project Schedule
- Budget

2008 Fall Semester Multimedia Calendar | Friday Only Courses |

http://www.mmlab2.rlc.dcccd.edu/calendar/2009sp_acadcal_all.htm

WITHDRAWAL POLICY |

If you are unable to complete this course, it is your responsibility to withdraw formally. The withdrawal request must be received in the Registrar's Office by the semester's withdrawal date. Failure to do so will result in your receiving a performance grade, usually an "F." If you drop a class or withdraw from the college before the official drop/withdrawal deadline, you will receive a "W" (Withdraw) in each class dropped.

You may drop a course at the Admissions Office (T170), the Advising Center (T180) or the BTEC Advising Center (T162). Please consult with your instructor if you are thinking of dropping the course.

For more information about drop deadlines, refer to the current printed Credit Class Schedule, contact the Admissions/Student Records office at 972-238-6100 or 6101 (Thunderduck Hall, T170), or contact the division office.

STOP BEFORE YOU DROP!

For students who enrolled in college level courses for the first time in the fall of 2007, Texas Education Code 51.907 limits the number of courses a student may drop.

You may drop no more than six (6) courses during your entire undergraduate career unless the drop qualifies as an exception. Your campus counseling/advising center will give you more information on the allowable exceptions.

Remember that once you have accumulated six (6) non-exempt drops, you cannot drop any other courses with a "W". Therefore, please exercise caution when dropping courses in any Texas public institution of higher learning, including all seven of the Dallas County Community Colleges. For more information, you may access:

<https://www1.dcccd.edu/6drop>

DROP DATE | WITHDRAWAL DATE |

http://www.mmlab2.rlc.dcccd.edu/calendar/2009sp_acadcal_all.htm

REPEATING THE COURSE |

Effective for Fall Semester 2005, the Dallas County Community Colleges will charge additional tuition to students registering the third or subsequent time for a course. All third and subsequent attempts of the majority of credit and Continuing Education/Workforce Training courses will result in additional tuition to be charged. Developmental Studies and some other courses will not be charged a higher tuition rate. Third attempts include courses taken at any of the Dallas County Community Colleges since the Fall 2002 Semester. See Third Attempt to Enroll in a Course at <http://www.dcccd.edu/thirdcourseattempt/>

ACADEMIC DISHONESTY |

Scholastic dishonesty is a violation of the Code of Student Conduct. Scholastic dishonesty includes, but is not limited to, cheating on a test, plagiarism, and collusion.

As a college student, you are considered a responsible adult. Your enrollment indicates acceptance of the DCCCD Code of Student Conduct published in the DCCCD Catalog. <https://www1.dcccd.edu/cat0506/ss/code.cfm>

DISABILITY ACCOMODATION |

Americans with Disabilities Act Compliance: Students requesting accommodations due to the presence of a disability must identify themselves to the instructor **the first week of classes** and provide documentation defining the accommodation needs from the Disability Services Office in Thunderduck Hall, T120.

ATTENTION FINANCIAL AID STUDENTS |

If you are receiving Financial Aid grants or loans, you must begin attendance in all classes. Do not drop or stop attending any class without consulting the Financial Aid Office. Changes in your enrollment level and failing grades may require that you repay financial aid funds. Students who fail to attend or participate after the drop date are also subject to this policy.

CLASSROOMS POLICIES |

ATTENDANCE POLICY |

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing class(es) this semester, please speak to your instructor about day(s) you will be missing so you can receive information on the lesson(s) and assignment(s) you will miss.

If you are unable to attend class for any reason, please email me at JRoden@DCCCD.EDU in advance. (See instructor's attendance policy above.)

Because of all the material covered in class each session the lecture cannot be repeated for those students who show up tardy for class. It is imperative students arrive to class on time and remain in class the entire session each week.

Students who will be absent from class for the observance of a religious holiday will be allowed to makeup examinations or assignments missed that day IF their instructors are notified **no later than the 15th day of the semester**. Please refer to the college catalog **Student Obligations - Attending Classes** section.

FOOD & DRINK POLICY |

Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

WEB SERVER POSTING POLICY |

The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

COMPUTER & INTERNET USE POLICY |

Currently enrolled Richland College students have access to the Multimedia Lab and classroom computers for **Multimedia educational and instructional purposes only**. Please use the Del Rio Computer Lab for non-multimedia activities.

Students using their own laptops **must** use the wireless connection in the Thunderduck Hall building and **cannot** use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the **Student Code of Conduct** specified in the catalog.

SAFETY POLICY |

Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students' backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

HANDHELD DEVICE POLICY |

Please have the respect to silence your mobile devices during class. At no time may a student conduct a phone conversation in class or send text messages. If it is an

emergency, please exit the room. NOTE: Instruction will not be repeated for those who choose to leave the room for any reason. Students who choose to surf the internet, play games or conduct business other than what is class related will result in the lowering of their final grade by one full letter.

END OF EACH CLASS POLICY |

When you leave class for the day,

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

ATTENTION CONTINUING EDUCATION STUDENTS |

To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

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Student Acknowledgement

Please read and sign this page and return it to your instructor within the first week.

I _____ have read the syllabus and fully understand what is required of me in this course. I have had the opportunity to ask the instructor questions about the syllabus.

Course Name

Course Number and Section

_____ DATE _____

Student Signature

Student Name (please print)

_____ DATE _____

Instructor Signature