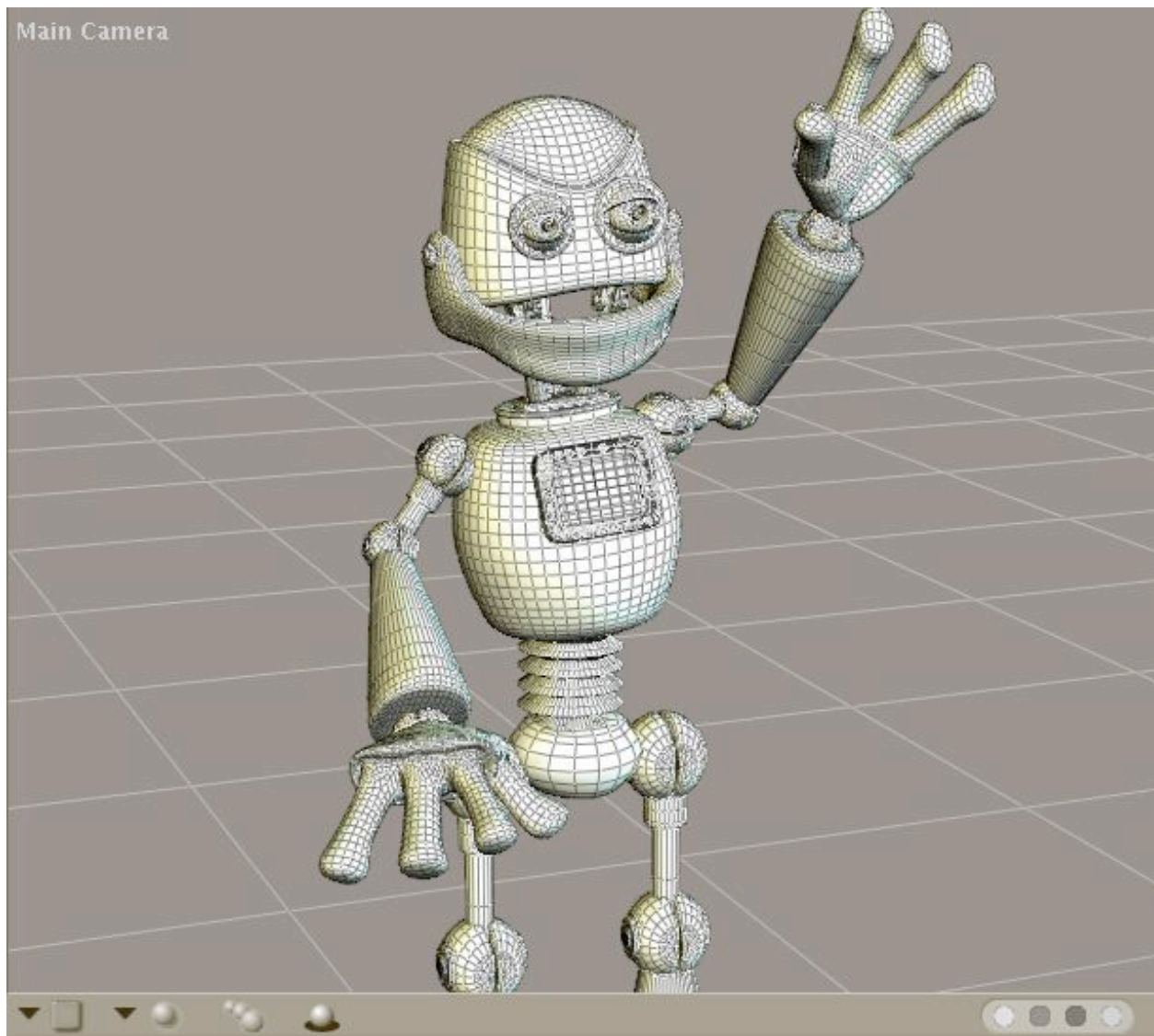


Game Scripting | Interactive Multimedia One & Two



Course GAME 2341 Game Scripting
IMED 1345 Interactive Multimedia I
IMED 2345 Interactive Multimedia II

Section W 5:40 - 9:50 pm | T252

Instructor Bruce Van Horn
Adjunct Instructor
bmv8401@dcccd.edu

Office Hours By Appointment Only, Office A110 - ACCESS Office

PREREQUISITE

For GAME 2341: COSC 1437, ARTV 1303, or instructor approval

For IMED 1345: ARTV 1303: Basic Animation

COURSE DESCRIPTION

GAME 2341: Scripting languages with emphasis on game concepts and simulations.

IMED 1345: Exploration of the use of graphics and sound to create interactive multimedia applications and/or animations using industry standard authoring software.

END OF COURSE OUTCOMES

After successful completion of this course, the student should be able to:

GAME 2341: Describe the role of scripts in the development of games, simulations, and other software; and apply appropriate scripting structure and syntax for game and/or simulation software development.

IMED 1345: Create an interactive multimedia presentation integrating different types of media; develop and design a navigation scheme; and demonstrate storyboarding techniques.

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:

- Material and Facilities - Acquires, stores, allocates, and uses materials or space efficiently
- Monitors and Corrects Performance - distinguishes trends, predicts impacts on system operations, diagnose systems performance and corrects malfunctions
- Creative Thinking - generates new ideas
- Seeing Things in the Mind's Eye - organizes, and processes symbols, pictures, graphs, objects, and other information

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 tutoring is not available in the lab.

LAB

Phone (972-238-6001)

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

NOTE | All ISGT & Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available at the Student ID Office, T141.

ACADEMIC DISHONESTY AND PROFESSIONAL ETHICS

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

Furthermore you are studying to become a professional member of the software and content development industry. Use of school time and equipment, including the classroom or lab, for the purpose of illegally copying software, warez, crackz, torrents or content such as movies and music is not tolerated. If you're lucky, one day it will be your software or content that's published and at that point you will understand that by perpetuating and condoning this practice you are cutting your own throat. I expect you to behave as though it were your code and your content and pay the same respect to your colleagues' work as you would like to be shown towards your own work.

If I find you participating in these activities I will remove you from my class via all means at my disposal.

COURSE OUTLINE

I have developed over the course of my tenure with Richland College developed a system for teaching programming to beginning students. It does not require previous experience with any programming tool or language, in fact its actually better if you have no previous experience.

We will be focusing on **Adobe Flash CS4** and its accompanying scripting language **ActionScript 3**. We will **not** be covering ActionScript 2 in any detail. Below I will divide the course into sections. I do not assign time values to this, such as “week 1” since every class moves at a different pace.

First Night:

Administrivia - we go over the syllabus, course expectations, and all the stuff the state makes me cover.

Gaming Fundamentals: Blackjack

We will cover the rules and details of game play for the popular casino game of Blackjack, also known as “21” as a precursor to an extensive exercise in learning to develop games using Blackjack as the model.

Part I - Fundamentals

Computer Language Fundamentals

What is a computer programming language

What are the most popular languages and platforms

Taxonomic Differences in compilers and scripting engines

Part II -

Ten Steps to Learning Any Programming Language

Variables

Functions

Arrays

Working with Strings

Math

Objects

Events

Multimedia Control (Flash Specific)

Networking

Compilation and publishing

Part III - Practice Practice Practice

Blackjack - we'll develop a full version of casino blackjack. This is a major project which will provide you with the opportunity to use all the skills you learned in Part II in a practical exercise. It will likely take around three weeks complete this game's development. You will be responsible for submitting a variation of this game as a final project for the course.



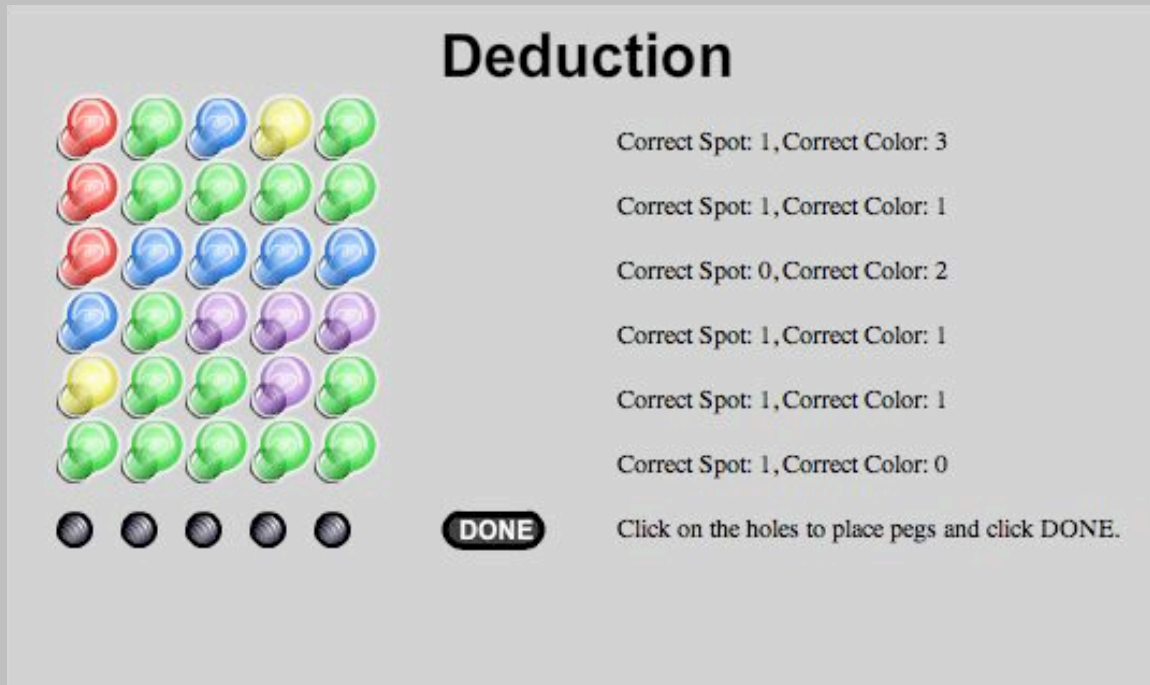
Anti-Aircraft Guns - we'll develop a game reminiscent of Space Invaders where you shoot down planes with a gun. You'll learn the tricks behind collision detection and how to effectively manage multiple instances of a movie clip symbol. You'll also learn how to animate with the timer class instead of using the timeline in Flash.



Gems - we'll develop a popular 2D game which will truly test your ability to solve complex problems with arrays.



Deduction - an old board game known as "Mastermind". The objective is to guess a sequence of colors in sequence based on clues the games give you.



Deduction

Correct Spot: 1, Correct Color: 3

Correct Spot: 1, Correct Color: 1

Correct Spot: 0, Correct Color: 2

Correct Spot: 1, Correct Color: 1

Correct Spot: 1, Correct Color: 1

Correct Spot: 1, Correct Color: 0

Click on the holes to place pegs and click DONE.

Grading Procedure

Its pretty straight forward. Come to class, do the work, take the tests, and turn in the projects. You're graded according to your performance on these milestones according to the following scale:

A = 90 - 100

B = 80 - 89

C = 70 - 79

D = 60 - 69

F = 0 - 59

Points Breakdown

Assignments - 30 points

Tests / Quizzes - 20 points

Blackjack Variant Project - 20 points

Build Your Own Game - 30 Points

TOTAL - 100 Points

PLEASE NOTE! Grade reports are no longer mailed. Convenient access is available eConnect or call Touch Tone Services.

Web Site address: <http://econnect.dcccd.edu> Telephone number: 972-613-1818.

ACADEMIC CALENDAR

[Calendar for Spring 2009 courses](#)

DROP DATE

February 2, 2009 is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

WITHDRAWAL DATE

April 16, 2009 is the last day to withdraw from this course with an automatic "W".

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.

SIX DROP POLICY

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>

REPEATING THIS 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/>

DISABILITY ACCOMMODATION

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 any form of financial aid, you should check with the Financial Aid Office prior to withdrawing from classes. Withdrawals may affect your eligibility to receive further aid and could cause you to be in a position of repayment for the current semester. Students who fail to attend or participate after the drop date are also subject to this policy.

CLASSROOM POLICIES

Please do not play games or surf the web during the lecture sections of the course. The tests are drawn entirely from the lecture, much of which is not covered extensively in the text book. I suggest you take good notes.

Exams are given online via Blackboard. You may take them as often as you like and while the order of presentation may change, the questions themselves do not. I highly recommend printing off the exam(s) prior to the first lecture then checking off answers as they are given in class. Any remaining questions on the test which have not been answered should be asked as

questions in class. The only way you can cheat on my exam is by sharing answers with your colleagues. Don't do it.

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, please email the instructor or leave a message for the instructor at the Adjunct Faculty Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

Students who will be absent from class for the observance of a religious holiday will be allowed to make up examinations or assignments missed that day IF their instructor was notified not later than the 15th day of the semester. Please refer to the college catalog Student Obligations – Attending Classes section.

It is imperative students arrive to class on time and remain in class the entire session each week. Many classes are lab based and if you arrive late you will miss the crucial starting steps to large exercises.

FOOD AND 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 DEVICES POLICY

Please turn OFF all electronic devices during class.

PARTICIPATION POLICY

Course participation is required. Ask questions and be involved with the lesson.

Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

END OF EACH CLASS POLICY

When you leave class for the day, please...

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.

MULTIMEDIA WEB SITE

<http://www.richlandcollege.edu/multimedia>

The Multimedia Learning Center is part of the Richland College Business and Information Technology Division.

DISCLAIMER RESERVING RIGHT TO CHANGE SYLLABUS

The instructor reserves the right to amend this syllabus as necessary.