

Richland College
School of Engineering, Business, and Technology
972-238-6210

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| Course: |
| GAME 2332: Project Development I GAME 2334: Project Development II GAME 2359: Game and Simulation Group Project CE concurrent courses: GAME-2032-81008/ GAME-2034-81009 / GAME-2059-81020 |
| Section: |
| 3 credit hours; Fall 2011; Section 8251 - Fridays, time TBD; Room T250. |
| Instructor: |
| Instructor's name: Ethan Compton E-mail address: ethan.compton@dcccd.edu Richland phone: 972-238-6140 (Adjunct Faculty Office) - leave message Office Number: A110 - ACCESS Office Office Hours: N/A Mail Box Location: A110 - ACCESS Office |
| Prerequisite: |
| For Game 2332: Program coordinator or instructor approval. For Game 2334: GAME 2332: Project Development I. For Game 2359: GAME 1359 or instructor approval.. |
| Course Description: |
| GAME 2332/2334/2359: Skill development in an original modification based on a current game engine. Includes management of version control; estimating and utilizing project timelines; integration of sound, models, and animation; production of game versions; and creation of original levels, characters, and/or content for a real-time multiplayer game. Continuation of an original modification based on a current game engine with an emphasis on new content and significant changes in game play over the base game experience. Includes creation of original levels, characters, and/or content for a real-time multiplayer game applying skills learned in previous classes. Final completion of a game and/or simulation project utilizing a team approach. Includes the integration of design, art, audio, programming, and quality assurance. Note from Instructor: This course will allow students to develop knowledge and build skills in project development for gaming or simulation projects. The emphasis will be on the project development process, schedule, team collaboration and inter-dependence, problem solving, business success factors, and preparing the students for employment or transfer to other schools with solid project development experience. This syllabus is subject to change by the instructor at any time. |
| End-of-Course Outcomes: |
| GAME 2332: Explain the fundamentals of project management and the project development process; prepare design and architecture documents and artwork, estimate time schedules; and develop a game or simulation based on a design plan. Student should also be able to: == Discuss the history of game project management. == Distinguish between documentation used in game project management. == Compare roles of companies involved in the game development process. == Identify tools and roles associated with all team members in the game development process. == Define phases in the game development process. == Analyze the leadership skills associated with game project management. |

== Apply principles of game project management to the development of an original game project.
== Evaluate the differences between the game development process and production models used in other industries such as film, software development and interactive media.

GAME 2334: Use a project management and team collaboration system; and demonstrate active participation as a successful development team member.

GAME 2359: Develop a complete game and/or simulation project working as a member of a team.

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 **1** extra hour per week outside of class working on student projects. Lab assistants and faculty are usually 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 Fall and Spring semesters 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

Hours for Summer semester are:

- Monday - Thursday: 9:00 am to 8:45 pm
- Friday: 9:00 am to 4:45 pm
- Saturday/Sunday: closed

All 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 Office of Student Life, E036.

Textbooks 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),
- Graph Paper
- 3 - 5 Ebony Drawing Pencils, #2 pencils

and

Supplies: headphones, jump drives, external hard drives or blank CD-Rs/DVDs, software needed, etc.

Course Outline:

| Lecture Topic | Book Chapter | Other Tutorials | Assignments & Tests | Project |
|--|---------------------|--|--|---|
| 1: Overview; Biz of Projects; Approaches | | | Skills Survey | Brainstorm Genre & Style; Review least favorite game, due next class |
| 2: Design; Creativity; gameplay hooks | 1, 2, 3 | Instructor will supply list | Get Familiar with UDK; Review Online Tool; Upload Skills Profile & Portfolio | Assign Team & Depts. leads; Decide Genre and Style; Decide Team & Project Name; Team Contract |
| 3: Planning; Tools; Documentation | 6, 7 | Instructor will supply list | Organize Depts.; Decide File Organization | Assign Tasks & Deadlines; Begin Development; Logo Due |
| 4: Teamwork; Productivity; Problem Solving | 4, 5 | Instructor will supply list | Present Creative Concepts, Tech Plan & Level Designs | Due: Creative Concepts, Tech Plan & Level Designs; Continue Development |
| 5: Success and Failure in Game Development | | | Post review of Favorite Game Trailer | Continue Development |
| 6: Project Momentum | | | | Continue Development |
| 7: Revising Scope | | | Mid-Term Dept. Reports | First Playable Due |
| 8: Reporting | | | | Continue Development |
| 9: QA & Testing | | | | Continue Development |
| 10: Open Topic Lecture | | | | Continue Development |
| 11: Business Preparedness | | | | Continue Development |
| 12: The Future | | | Post Future Game Ideas | Beta Version Due |
| Holiday | | | | |
| 13: Portfolio | | | Mini Portfolio Assigned | |
| 14: Delivery | | Class Game Play | | Final Version Due |
| 15: Post Mortem | | Mini Portfolio Due; Post JPGs or PDFs of Your Class Work | | Conduct Post Mortem |

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| Grading Procedure: |
| Grading Legend A = 90 - 100 B = 80 - 89 C = 70 - 79 D = 60 - 69 |
| Points Breakdown: |
| Assignments & Participation in Class - 150 points Online Project Development Participation - 150 points Team Project Participation - 300 points Quality of Individual's Work as Seen in Final Project - 150 points Tests/Quizzes - 120 points Peer Evaluation – 130 points TOTAL - 1000 points |
| <p><i>PLEASE NOTE! Grade reports are no longer mailed. Convenient access is available online or by telephone. Use your student identification number when you log in to eConnect or call Touch Tone Services.</i></p> <p>Web Site address: https://econnect.dccd.edu Telephone number: 972-613-1818.</p> |
| Academic Calendar: |
| Calendar for Monday – Friday Fall 2011 classes Calendar for Saturday Only Fall 2011 classes |
| Drop Date: |
| September 12th is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript. |
| Withdrawal Date: |
| November 17th is the last day to withdraw from this course with an automatic "W". |
| Institutional Policies: |
| Institutional Policies including Stop Before You Drop/6Drop, Withdrawals, Repeating a Course, Financial Aid, Academic Honesty, ADA, Religious Holidays and the Campus Emergency Operation Plan & Contingency Plan are available at: http://www.richlandcollege.edu/syllabusinfo/syllabiInformation.pdf |
| Classroom Policies: |
| <p>While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the lessons and assignments you will miss.</p> <p>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.</p> <p>It is imperative students arrive to class on time and remain in class the entire session each week.</p> |
| 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 (D229) for other school-related assignments and 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 (for face-to-face classes):

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 School of Engineering, Business and Technology. Office: Bonham 101 • Phone: 972.238.6210.

Disclaimer reserving right to change syllabus:

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

Student Acknowledgement:

Please download, read and sign this [Student Acknowledgement](#) and turn it in to your instructor.

Or you can paste this URL into your browser window:

<http://www.mmlab2.rlc.dccd.edu/calendar/StudentAcknowledgement.pdf>