Course and Section Number:
GAME-2332-83250: Project Development I
(Cross-listed with GAME-2334-83250, GAME-2359-83250)

Semester:
Spring 2018 Classes: January 16, 2018 – May 10, 2018

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Fridays
9:00AM – 12:50PM

Room(s):
LEC: T250
LAB: T242

Instructor Information:
Instructor's name: Christopher Curra
E-mail address: ccurra@dccc.edu
Richland phone: 972-761-6830
Office Number: T244B
Mail Box Location: B101
Office Hours: MW 10AM-3PM, TR 10AM-12:30PM, F 1PM-4PM

Prerequisite:
Program coordinator or instructor approval.

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.

End-of-Course Outcomes:
Explain the fundamentals of project management and version control; prepare a design document and 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.
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 Hours:
Students are required to spend at least 2 extra hour(s) per week outside of class working on student projects.

This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

Multimedia Learning Center Information and Hours of Operation:
The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

For the current lab hours, go to https://richlandcollege.edu/ebt/multimedia/lab-info/ and go to the bottom of the page.

The other campus computer lab for credit student use is Del Rio, D229.

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 in El Paso Hall, E040.

Textbooks:
None

Supplies:
Required Supplies for all Courses: headphones and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.

Course Outline:
Team up with the class and make a game!

Grading Procedure:
**Faculty Note:** Faculty must remove this blue text and add their Grade legend and Points Breakdown.

**IMPORTANT! Both the Grading Legend and Points Breakdown must be in either points or percent, not a mix.**

<table>
<thead>
<tr>
<th>Grading Legend</th>
<th>Points Breakdown</th>
</tr>
</thead>
<tbody>
<tr>
<td>A = 90 - 100</td>
<td>Assignments - 30 points</td>
</tr>
<tr>
<td>B = 80 - 89</td>
<td>Tests/Quizzes - 20 points</td>
</tr>
<tr>
<td>C = 70 - 79</td>
<td>Midterm Project - 20 points</td>
</tr>
<tr>
<td>D = 60 - 69</td>
<td>Final Project - 30 points</td>
</tr>
<tr>
<td>F = 0 - 59</td>
<td>TOTAL - 100 points</td>
</tr>
</tbody>
</table>

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. Web Site address: [http://econnect.dcccd.edu](http://econnect.dcccd.edu) Telephone number: 972-613-1818.

**Academic Calendar:**

**2018 Spring Multimedia/Photography/Game Courses Calendar**

**January 16, 2018 – May 10, 2018**

MW, TR, MWF, Spring RCHS classes and regular online classes.

Saturday only courses, Evening Flex Term courses and Online Flex Term courses have different calendars.

**January 15 (M)**

MLK Holiday - campus closed, including lab.

**January 16 (T)**

Monday – Friday Day Classes Begin

**January 20 (Sa)**

First Saturday the Multimedia Lab will be open.

**January 29 (M)**

12th Class Day / Census Day for Monday - Friday day classes and regular online classes.

Last day to drop a course without receiving a "W" grade on transcript.

**March 1 (R)**

TCCTA Faculty Meetings – Day and evening classes will not meet; lab open

**March 2 (F)**

TCCTA Professional Development Day: Friday day classes will not meet. Friday evening, Saturday and Sunday classes will meet; lab open.

**March 13 - 18 (M-Su)**

Spring Break: College buildings & offices (including the lab) will be closed for the week.

**March 30 (F-Su)**

Spring Holiday: College buildings & offices (including the lab) will be closed for the holiday.

**April 12 (R)**

Final Withdraw Date: Last Day for Monday - Friday day classes and regular online classes to withdraw with a grade of "W".

**May 7-10 (M-R)**

Final Exams: See the online Final Exam Schedule for your exam times.

**May 10 (R)**

Semester Ends.

Last day lab is open for the semester.

**Drop Date:**

January 29 (M) 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 12 (R) is the last day to withdraw from this course with an automatic "W".

**Institutional Policies:**

Institutional Policies are available at: [https://www.richlandcollege.edu/syllabusinfo](https://www.richlandcollege.edu/syllabusinfo)
Classroom Policies:
Please read the following classroom policies listed below.

Attendance Policy:
In order to be successful, students must attend and participate in enrolled courses.

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 missed lessons and assignments.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the ACCESS Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.

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 Multimedia, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography 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. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window:
http://www.richlandcollege.edu/conduct/

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.

Department Web Sites:
http://www.richlandcollege.edu/multimedia
https://richlandcollege.edu/ebt/photography/
http://www.rc8.dcccd.edu/game/

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.dcccd.edu/calendar/StudentAcknowledgement.pdf