

GAM 244 Game Development I

Instructor: Dr. Bobby Schweizer

Term: Winter 2017

Meeting time: M/W 3:10PM - 4:40PM

Location: Daley 505 at Loop Campus

Email: b.schweiz@depaul.edu (Prefix all emails with [GAM 244] to ensure I receive it.)

Office: Daley 1630

Office Hours: Tuesday & Wednesday 1:30–3:00

We will be exploring playable interactions in simple 2D games. These are the fundamental building blocks of good game design that you will need for every class going forward. The quarter is structured around two projects that each have weekly check-ins. At the end of the term, students will pick one of their two projects to further refine.

You will need to download and learn to use **GameMaker Studio 1.4.1763** (PC only). It is available in the labs here at school if you do not have a computer to work on. GameMaker Studio is a popular engine and there are many resources out there to help you understand the tool. The good news is that this is how most game developers get started on their work! This class doesn't require that you be a programmer, just that you learn to think like one.

The class schedule can be found on D2L.

Goals: By the end of this course you should be able to:

- prototype playable interactions,
- recognize and employ the fundamental building blocks of 2D game design,
- critique others' games,
- make deliberate design decisions
- and understand the demands of the game development process.

Grading:

Each project will be graded on its own rubric. You will be divided into teams and are responsible for reviewing one another's games every week (worth 40% of your grade).

94 – 100	A
90 – 93	A-
87 – 89	B+
83 – 86	B
80 – 82	B-
77 – 79	C+
73 – 76	C
70 – 72	C-
67 – 69	D+
60 – 66	D

You are expected to be an active, vocal, and polite participant in the classroom and all of its activities.

Grading Scale

Playable Interactions	30 (6 x 5 pts)
Team Feedback	30 (6 x 5 pts)
Top-Down Shooter	50
Platformer	50
Final Refined	40
Total:	200

Participation & Turning in Assignments:

Being a good game designer means being involved in a community of peers to give and receive feedback—attendance is a significant part of this. If you miss a class, it is your responsibility to make up the work. Lectures are video recorded and posted to D2L but you will only grow as a designer if you're in class. Excused absences must go through the Office of the Dean of Students.

Assignment due dates are noted on the schedule. Weekly homework cannot be turned in late because your teammates need something to play every weekend.

Late projects will be accepted after the due date with a ½ letter grade penalty per day. The dropbox will remain open for 48 hours after the due date, at which point it will stop accepting submissions and you will need to email me before turning your assignment into the "Late Work" dropbox.

D2L

We are using D2L (<http://d2l.depaul.edu>) as the supporting learning platform for this course. The syllabus, lesson plan, and assignment descriptions are available through D2L under "Content."

Assignments will be submitted to dropbox on D2L. Do not submit assignments by email.

RESOURCES

As a student in the class, you have access to the CDM Gaming and computer labs (see <http://defrag.depaul.edu> for details). If you're working on an assignment, you have priority for the use of the lab hardware and software. Student ID is required to use the labs.

GameMaker Studio 1.4.1750 is available in the labs of CDM 1st floor, CDM 801, CDM 819, Daley 212, Daley 503, Daley 505.

COURSE POLICIES

Attitude: A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others while someone else is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise, you may be asked to leave the classroom. I will work with the Dean of Students Office to navigate such issues.

Civil Discourse: DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. Again, I will partner with the Dean of Students Office to assist in managing such issues.

Digital Devices: While class is in session, your attention should not be divided between classroom activities and lab computers, laptops, smart phones, iPads, etc. (unless you've been asked to play a game or do research). If you are using devices during class you will be asked to leave.

Email: Email is the preferred means of communication between faculty and students enrolled in this course outside of class time. My email is b.schweiz@depaul.edu

COLLEGE POLICIES

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be addressed during class, posted under Announcements in D2L and sent via email.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Student Rights

To learn about your rights as a student please read DePaul's policies located here <http://sr.depaul.edu/catalog/catalogfiles/current/undergraduate%20student%20handbook/pg51.html>

Incomplete

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final. For more information on requesting an Incomplete:

<http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://cdm.depaul.edu/enrollment>

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussion will remain confidential. To ensure that you receive the most reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of the course) and be sure to contact the following office for support and additional services:

Center for Students with Disabilities (CSD)
Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296
www.studentaffairs.depaul.edu/csd
csd@depaul.edu

LESSON PLAN

Please note that some of these sessions may change during the course. Always check the schedule on D2L.

	Monday	Wednesday
Week 1	The Process of Game Development	Collide, Spawn, and Collect
Week 2	Making Movement Matter	Rules and Game Logic
Week 3	NO CLASS – MLK Day	Objectives, Goals, and Motivation
Week 4	Meaningful Variation	Risk and Reward
Week 5	Studio	Tuning and Balance
Week 6	Space, Screen, and Camera	Layout Out Levels
Week 7	Obstacles	Compelling Gameplay
Week 8	Enemy Behavior	Making Feedback Visible
Week 9	Studio	Deconstructing a Game
Week 10	Pairs Studio	Pairs Studio
Week 11	March 13, 2017, from 2:30 PM to 4:45 PM Final: Refined shooter or platformer	