

GAME DEVELOPMENT II

GAM245 | SPRING 2019-2020 | Tues. and Thursday | 11:50 – 1:20 | REMOTE

INSTRUCTOR: Trynn Check

EMAIL: kcheck1@depaul.edu

OFFICE HOURS: Thursday 1:30pm-3:00pm (by appointment through BlueStar)

COURSE DESCRIPTION

In this course, students will develop skills in game design and development through the creation of a 2D digital game designed from a set of client-based restrictions. Emphasis will be placed on teamwork and development pipelines for the design and creation of assets and systems. Students will use a combination of prototyping, storyboarding, user stories, character breakdowns, system breakdowns and flowcharts in the design portion of the game. We will be using Gamemaker Studio as the engine to develop and implement the game. The goals of all design done in this course will focus around designing for the needs of a client; solving problems identified by the client, and providing transparency via reports and milestone deliverables.

PREREQUISITE(S)

GAM 226 and (GAM 244 or CSC 241 or CSC 243)

OVERVIEW

This course is project-based, and therefore is time-intensive and dependent upon your participation in assignments, playtests, and team submissions. The assignments are all modeled after a standard production cycle of working with a client (simplified to meet the time constraints of the class) and will require individual and group efforts based on your role on a game development team.

LEARNING OBJECTIVES

By the end of the quarter, you will be able to:

- Plan, coordinate, and fairly distribute game production tasks with teams of different sizes and regularly update that plan during development.
- Clearly communicate expectations and problems within a team.
- Identify your specialized skills and areas of growth and strategize about how to develop those skills.
- Design games and interactions that address the needs of a client. Incorporate regular feedback from playtesting reports and client check-ins.
- Increase proficiency within Gamemaker Studio and develop a sense of affordances and constraints within development software.
- Develop a deeper understanding of the development pipeline and methods for assessing risks in production.

REQUIREMENTS

Each student is required to attend class on time, stay for the duration of class, to give full attention to lectures and group presentations in class, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and playtests, to be a communicative and effective team member, and to have a respectful, positive, hard-working attitude throughout the semester.

ASSIGNMENTS

All assignments will be submitted on D2L by 6:00AM on the due date* in the proper requested format. Assignments will be a combination of individual submissions and team submissions for project deliverables. Any assignments turned in late will be penalized. I do not accept work that is more than 3 days late. Pay careful attention to the file submission guidelines for each of your submissions. Files that are submitted outside the requested guidelines will be considered late and the grade will be lowered appropriately until resolved. Please contact me if you have any concerns about an upcoming deadline before the issue arises.

**Please note: since this is a project class (with heavy group work) you may have things due before the official assignment date depending on your group's workflow. This will be the time final deliverables are due which are listed on D2L.*

PROJECTS

It is mandatory to put in at least 8 hours of work per week outside the classroom. Those who want to get more out of the class will put extra time toward their projects. As we approach major milestones (Prototype, Alpha, Beta), you can expect your workload to increase. Plan for this ahead of time. Due to the large time commitment required for coursework, time management check-ins and updates are integrated throughout assignments.

TEXTBOOKS & SUPPLIES

There is no required textbook for this course. All required reading will be offered through D2L as links or downloads.

SOFTWARE

1. GAMEMAKER STUDIO 2: You will receive a temporary login to Gamemaker Studio 2 for use on your projects this quarter. Logins will be assigned in class and will expire on the last day of the quarter.
2. G SUITE: In order to collaborate with your team, I will require you to work with G Suite. Please ensure you have an email address that will work with Google Docs, Sheets, and Presentations. We will use G Suite for documentation, task tracking, bug tracking, and a basic level of version control.
3. DISCORD: Discord will be the primary software for all project and team based communication.
4. D2L: D2L is the primary website that holds course information and where you will submit most (if not all) of your team and individual assignments. Check D2L often with updated course information and deadlines.
5. BITBUCKET & SOURCETREE: We will be using BitBucket with SourceTree as our source control solution for one of our projects. Instructions on use and setting up the client will be detailed in class upon assignment of the project.
6. ASANA: Asana will be used as our production and task management platform for project-based tasks and production updates.

ATTENDANCE POLICY

Student absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the semester. A third absence will result in the lowering of your final grade one full letter. Any student missing 4 classes will be given a grade of "F" for the semester. You may not miss the final. Absences should be communicated to your team for group work.

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

GRADING

Your grade will be based on the following components, a full description of each along with a grading rubric will be available on D2L as the assignments are posted.

PERCENT BREAKDOWN

Weekly Tasks..... 50%
Milestones & Final Project..... 30%
Production Updates..... 20%

A	+100-94
A-	93-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D	69-60
F	59-0

PROFESSIONAL DEVELOPMENT

I will offer professional development opportunities every two weeks (you will receive the prompt at the beginning of the two weeks and it is due at the end). Each of these professional development assignments can be completed at any time over a two week period. These assignments should be completed individually and have no bearing on your overall project for the course but are rather ways for you to develop in your desired development role. In order to be eligible to receive extra credit, you need to ensure you have submitted all of your assignments for that week.

EMAIL

I will answer emails within 24-hours during the weekdays. On weekends, I will respond within 48 hours and I do not respond to emails on Sundays. Emailing your professor is a great opportunity to practice professionalism. Please put your best foot forward when you email me with questions and concerns. I expect correspondence to be as professional as possible, even if you are writing to me from your smartphone.

CELL PHONE POLICY

The use of cell phones in the classroom and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen, but repeated failure to turn your phone off will result in a lowered grade for the class. No texting. If I have to ask you to stop texting more than once, there will be a full letter grade taken off your final grade.

CLASSROOM BEHAVIOR

If I feel that your behavior is interfering with the professionalism of our classroom (disruption, talking, napping, texting, internet use, etc.), I will adhere to the following 3-step protocol: warning email and personal meeting, meeting with an advisor or Student Advising, action is taken to remove you from the class.

ACADEMIC INTEGRITY

Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting: <http://studentaffairs.depaul.edu/homehandbook.html>

LEARNING 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 discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office: Center for Students with Disabilities: <http://studentaffairs.depaul.edu/csd/>

IMPORTANT DATES

- March 28, 2020 Begin SQ2020 Classes
- Friday April 3, 2020 11:59 PM Deadline to add classes to SQ2020 schedule
- Friday April 10, 2020 Good Friday - University officially closed
- Saturday April 11, 2020 Easter Holiday - University officially closed
- Sunday April 12, 2020 Easter Holiday - University officially closed
- Monday April 13, 2020 Last day to drop SQ2020 classes with no penalty
- Tuesday April 14, 2020 Grades of "W" assigned for SQ2020 classes dropped on or after this day
- Tuesday April 14, 2020 Last day to select pass/fail option for SQ2020 classes
- Friday April 17, 2020 Last day to select auditor status for SQ2020 classes
- Saturday April 25, 2020 Begin SQ2020 optional mid-term exam week
- Friday May 1, 2020 End SQ2020 optional mid-term exam week
- Friday May 15, 2020 Last day to withdraw from SQ2020 classes
- Monday May 25, 2020 Memorial Day - University officially closed
- Friday June 5, 2020 End SQ2020 Day & Evening Classes
- Saturday June 6, 2020 Begin SQ2020 Day & Evening Final Exams
- Friday June 12, 2020 Baccalaureate Mass
- Friday June 12, 2020 END SPRING QUARTER 2020

SCHOOL POLICIES

CHANGES TO SYLLABUS

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly 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 & 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.

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://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>.

STUDENTS WITH DISABILITIES

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at:

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296