

# GAME DEVELOPMENT I

GAM244-401 | FALL 2020-2021 | ONLINE

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**INSTRUCTOR:** Trynn Check ( “Trynn ” is fine)

**EMAIL:** kcheck1@depaul.edu

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

## COURSE DESCRIPTION

This course provides students additional theory and practice with an emphasis on game design and storytelling for games. Students continue learning about game development processes and techniques and how to apply advanced game design principles to create components of a 2D game.

## PREREQUISITE(S)

N/A

## OVERVIEW

This course explores both the hard skills and soft skills needed for the game development process. Students will learn basic game design theory and have the opportunity to apply this theory to a series of projects. This is a time-intensive, project-based course which is dependent upon your participation in assignments, quizzes, discussions, and project submissions. The assignments are all modeled in a way that should assist you in the project that you will be actively working on. Therefore, it is extremely important to practice good time management and to complete course activities in a logical order (based on the recommendation of the instructor).

## LEARNING OBJECTIVES

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

- Develop basic 2D games in Gamemaker Studio (and other similarly structured game engines)
- Learn basic logic and code structure as it relates to scripting for the role of the game designer
- Understand and apply the basic principles of game design to a finished game project
- Navigate the game development pipeline and cover the various roles required for a successful development cycle
- Analyze existing games and extract elements for an abstract and iterative approach to new and novel game ideas

## REQUIREMENTS

Each student is required to watch each lecture within a reasonable time-period of the session being posted (within 48 hours is strongly encouraged) to give full attention to lectures, to

produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and feedback from peers, to refine their problem-solving abilities (and “Google-Fu”), and to have a respectful, positive, hard-working attitude throughout the semester.

## **ASSIGNMENTS**

All assignments will be submitted on D2L by 11:59PM on the due date\* in the proper requested format. Any assignments turned past the deadline will be lowered by one letter grade for each day it is 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.

## **QUIZZES**

Quizzes will be due weekly and will cover both the reading from the week and the lecture content. The quizzes are designed in a way to help you comprehend course content and therefore are open-book, open note. Think of these quizzes as a resource to help you highlight the most essential information from the reading and the lecture content for that week.

## **DISCORD & DISCUSSION (PARTICIPATION)**

Even on solo projects, game development is a collaborative process. You will consistently be seeking feedback from others and networking with people in and out of your skillset. As we will not have the opportunity to get feedback, discuss, and network with each other in person this quarter, I will be opening a class Discord which we will use for discussions and providing feedback on projects. There will be a weekly discussion prompt to be answered in Discord. Students are expected to participate in these discussions and provide feedback to peers consistently. Your participation in discussion on discord will factor into your participation grade for the quarter.

## **PROJECTS**

It is mandatory to put in at least 8-10 hours of work per week outside of scheduled lecture content. Those who want to get more out of the class will put extra time toward their projects. As we approach major milestones for projects (i.e. formal turn-ins), you can expect your workload to increase. Plan for this ahead of time. Due to the large time commitment required for coursework, time management recommendations are integrated throughout assignments. Please reach out to me if you need specific help forming a work plan for your assignments and project work!

## **TEXTBOOKS & SUPPLIES**

There is one REQUIRED textbook for this course. This book will be used consistently throughout the course for readings and content will be used from the chapters for the weekly quizzes.

- Level Up! The Guide to Great Video Game Design, By Scott Rogers (ISBN:9781118877197)

## 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. You will need to download the Gamemaker software to a personal computer, download links will be made available in D2L.
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.
3. DISCORD: We will use Discord for weekly prompts and classwide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via browser.
4. D2L: D2L is the primary course website that holds key information on projects, due dates, and quizzes. This is where you will submit most (if not all) of your work. Check D2L often with updated course information and deadlines.
5. BITBUCKET & SOURCETREE: We will be using SourceTree to support our version control needs, this is a software that will need to be downloaded to your device.
  - a. In order to work properly with SourceTree, you will also need a Bitbucket account to setup cloud storage for your projects. Be sure you have a Bitbucket account, Bitbucket is accessed via browser.

## LAB HOURS AND LOCATIONS

**\*2020-2021 FALL: NO LAB ACCESS OR CAMPUS ACCESS, REQUIRED SOFTWARE WILL BE PROVIDED\***

## ATTENDANCE POLICY

In an online environment, you are required to watch lectures weekly with attendance being verified through online quizzes, assignments, and discussion posts in Discord. Due to the heavy workload in this course, I ask that all students watch the lecture content within 3 days of the content being posted. This is to ensure all questions can be answered by me in a timely manner and all students are able to be successful in the tasks that are laid out for the week. In this class, you will need to plan ahead so staying engaged and ahead of the lecture content (and doing the required reading before you watch) is essential for success.

## 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

Participation.....	10%
Quizzes.....	20%
Project 1.....	20%
Project 2.....	30%
Assignments.....	20%
Total.....	100%

A	+100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D	69-60
F	59-0

## **EMAIL**

I will answer emails within 24-hours during the weekdays. However, I do not respond to emails on weekends. Any message that hits my inbox past 5pm on Friday may not be answered until the following Monday. Be proactive and reach out to me as soon as possible. Plan for problems. Discord will be available to talk with other members of the class when troubleshooting issues or if seeking feedback. When you do contact me, please remember that emailing your professor is a great opportunity to practice professionalism. Put your best foot forward! I expect correspondence to be as professional as possible, even if you are writing to me from your smartphone.

## **CLASSROOM BEHAVIOR**

If I feel that your behavior is interfering with the professionalism of our classroom (disruption, harassment, unresponsiveness, 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**

- Wednesday September 9, 2020: First day of Autumn Quarter 2020
- Tuesday September 15, 2020: Deadline to add classes to Fall schedule
- Tuesday September 22, 2020: Last day to drop Fall classes with no penalty
- Tuesday September 22, 2020: Last day to select pass/fail option for Fall classes
- Wednesday October 7, 2020: Begin Midterms week
- Tuesday October 13, 2020: End Midterms week
- Tuesday October 27, 2020: Last day to withdraw (W) from Fall classes
- Tuesday November 17, 2020: Last day of Fall classes
- Wednesday November 18, 2020: Begin Autumn Quarter Final Exam Week
- Tuesday November 24, 2020: Last day of Autumn 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