GAME DEVELOPMENT I

INSTRUCTOR: Trynn Check ("Trynn" is fine)
EMAIL: kcheck1@depaul.edu
OFFICE HOURS: 1:30PM-4:30PM on Tuesdays (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)

GAM181 - Unity Workshop or Unity experience (recommended)

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 Unity (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 attend each lecture and actively engage with the content, 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 on the due date in the proper requested format before class begins. 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.

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. **Discord is the primary place that you will work through troubleshooting issues as other members of your class are your resources!** 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)
  - A LINK TO A FREE LIBRARY VERSION OF THIS TEXTBOOK IS AVAILABLE HERE & ON D2L.

SOFTWARE
1. UNITY: We will be working with Unity as our game engine of choice this quarter. Unity is a free download and it is strongly encouraged for you to create an account in order to access all of the features that Unity has to offer (please note, this is still just the FREE tier account).

2. <u>G SUITE</u>: In order to use class templates, 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. <u>DISCORD</u>: We will use Discord for troubleshooting, feedback, and classwide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via browser.
4. <u>D2L:</u> 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. <u>BITBUCKET & SOURCETREE:</u> 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.
   b. There is a Unity and SourceTree Tutorial on the Unity website. Follow these instructions to set up your projects in Unity to work with your BitBucket and SourceTree accounts.

LAB HOURS AND LOCATIONS
2020-2021 WINTER: NO LAB ACCESS OR CAMPUS ACCESS, REQUIRED SOFTWARE WILL BE PROVIDED

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%
Project 60%
Assignments........................30%
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

ATTENDANCE POLICY
Student absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the semester. Each subsequent absence will result in the lowering of your final grade one full letter. 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.

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.

PREFERRED NAME & GENDER PRONOUNS
I value each student's right to be referenced by their gender pronoun and their preferred name. If your name and pronoun in Campus Connect don't reflect what you'd like me to use, please let me know.

Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at policies.depaul.edu/policy/policy.aspx?pid=332

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/

COVID-19 VIRTUAL OFFICE

During the temporary closure of our physical offices due to Covid-19, Center for Students with Disabilities is accessible for live questions, referrals, and assistance via a virtual office using Zoom. The virtual office will be staffed Monday-Friday from 9:00 a.m. to 5 p.m. (CST). Virtual Office: www.tinyurl.com/CSDVirtualOffices

IMPORTANT DATES

- Monday January 4, 2021: Begin WQ2021 Classes
- Sunday January 10, 2021: Deadline to add classes to WQ2021 schedule
- Sunday January 17, 2021: Last day to drop WQ2021 classes with no penalty
    - *(100% refund of tuition if applicable and no grade on transcript)*
- Monday January 18, 2021: Martin Luther King Day - University officially closed
- Tuesday January 19, 2021: Last day to select pass/fail option for WQ2021 classes
- Monday February 1, 2021: Begin WQ2021 optional midterm week
- Sunday February 7, 2021: End WQ2021 optional midterm week
- Sunday February 21, 2021: Last day to withdraw from WQ2021 classes
- Sunday March 14, 2021: End WQ2021 Day & Evening Classes
- Monday March 15, 2021: Begin WQ2021 Day & Evening Final Exams
- Sunday March 21, 2021: END WINTER QUARTER 2021
- Monday March 22, 2021: Begin Spring Break
- Friday March 26, 2021: End Spring Break
- Friday March 26, 2021: GRADES DUE: WINTER QUARTER 2021

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