

GAM 392: Game Modification Workshop

Description:

In this course, students will develop skills in game design and development through the construction of a "mod" of an existing game. Emphasis will be placed on the game development life cycle from concept through release, on productivity in a team environment, and on effective project management practices..

Quarter/Year:	AQ 2021
Meeting Time:	T/TH 11:50am – 1:20pm
Location:	14 East Jackson Room 212 (Daley Building)
Type:	Lecture
Website:	D2L, Discord
Instructor:	William Meyers
Email:	wmeyers@cdm.depaul.edu

Learning Outcomes:

- Students will learn how to explore and understand an existing game framework.
- Students will learn how to modify an existing code base
- Students will be capable of working with a small group and collaborating on a large project
- Students will develop skills to develop modification in a preexisting games with a small group students.

Prerequisites:

PREREQUISITE(S): GAM 365 or GAM 372 or (ANI 344 and GAM 341)

Goals:

Success in this course requires consistent and weekly effort. Expect to put in at least 10 hours a week, every week to complete the assignments and get a B or an A. Throughout the course we will be working on several assignments that will allow us to develop the tool necessary in order to build a simple game mod.

Tentative Schedule:

Week 1:	Creating Teams
Week 2:	Project Selection, Milestone 1 Start
Week 3:	
Week 4:	Milestone 1 Due Milestone 2 Start
Week 5:	
Week 6:	Milestone 2 Due Milestone 3 Start
Week 7:	
Week 8:	Milestone 3 Due Milestone 4 Start
Week 9:	
Week 10:	Milestone 4 Due
Week 11	Final Project Due

Grading

- 30% Production
 - Participation
 - Project Management Tool (Trello, Tiaga, etc)
 - Each team must have update sprints and tasks that I can view to monitor progress
- 40% - Game Mod Project
 - You will select a game project provided in discord for your team to work on or some existing project that has been APPROVED by me.
 - This is your final project that will be turned in at the end of the quarter
- 30% - Milestones (2 week sprints)
 - You will have 4 milestone check ins during the quarter.
 - Each team member will fill out a report of what they have worked on each sprint and turn into me.

- No Final Exam

ATTENDANCE AND TARDINESS

If you miss class, you're responsible for catching up on missed material by referring to Discord and asking classmates.

Important Dates

- September 14, 2021 Last day to add classes to AQ 2021 schedule
- September 21, 2021 Last day to drop classes with no penalty, Last day to select pass/fail option
- September 22, 2021 Grades of "W" assigned for AQ 2021 classes dropped on or after this day
- September 28, 2021 Last day to select auditor status
- October 26, 2021 Last day to withdraw from AQ 2021 classes

Course 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 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.

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: cdm.depaul.edu/enrollment.

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: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 TTY: (773)325.7296

Retroactive withdrawal

This policy exists to assist students for whom extenuating circumstances prevented them from meeting the withdrawal deadline. During their college career students may be allowed one medical/personal administrative withdrawal and one college office administrative withdrawal, each for one or more courses in a single term. Repeated requests will not be considered. Submitting an appeal for retroactive withdrawal does not guarantee approval. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://www.cdm.depaul.edu/Enrollment-Policies.aspx>