



# GAM244-501: Syllabus

▼ Week	Pre-Course
📅 Deadline	@December 31, 2021
▼ Type	Material
▼ Status	Completed

## GAME DEVELOPMENT I

**CLASS CODE:** GAM244-501

**LOCATION:** DALEY 505

**TIME:** Mondays & Wednesdays, 3:10 PM - 4:40 PM

**INSTRUCTOR:** Trynn Check ("Trynn" is fine)

**EMAIL:** kcheck1@depaul.edu

**OFFICE HOURS:** 1:15 PM-2:45 PM on Mondays & Wednesdays (by appointment through BlueStar)

### COURSE DESCRIPTION

This course provides students with 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 that 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)
- Practice essential skills for the various roles on a design team with an emphasis on design and best practices
- Understand and apply the basic principles of game design to a finished game project
- Navigate the game development pipeline from concept to realized product
- Analyze existing games and design patterns for use within current systems

## 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 powers”), and to have a respectful, positive, hard-working attitude throughout the quarter.

## ASSIGNMENTS

All assignments will be submitted on D2L on the due date in the proper requested format on the due date at the specified time (usually 11:59AM or PM). 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 such, I will be opening a class Discord which we will use for discussions and providing feedback on projects. **Discord is the primary place where you will work through troubleshooting issues!** Other members of your class are a resource to you. Students are encouraged to work through problems together 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 into 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.**

There is one *OPTIONAL* textbook for this course. I will pull readings and base some of the lectures on this content. Required sections from this book will be made available on D2L.

- Game Programming for Artists, By Jarryd Huntley and Hannah Brady (ISBN:978113862461)
  - **A LINK TO RENT/BUY THIS TEXTBOOK IS AVAILABLE ON AMAZON ([HERE](#)).**

## 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. NOTION: In order to use class templates, I will ask you to work in Notion which is a collaborative note-taking, wiki-style, word-processing application. It is very common across my clients and becoming more common for design documentation. We will go over essential mechanics for working in Notion as assignments are posted.
  - a. Alternative templates will be made available in Google Docs on a need-basis.
3. FIGMA: We will be using the prototyping tool Figma for design mock-ups to help plan our projects before migrating elements into Unity. Figma is accessed via a web browser.
4. DISCORD: We will use Discord for troubleshooting, feedback, and class-wide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via the web browser.

5. 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.
6. BITBUCKET & SOURCETREE: We will be using SourceTree to support our version control needs, this is 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 set up cloud storage for your projects. Be sure you have a Bitbucket account, Bitbucket is accessed via the web browser.

## LAB HOURS AND LOCATIONS

Students enrolled in Game Development classes have automatic swipe access to 503, 505, and the 7th-floor game labs (725). Students enrolled in CDM classes have automatic swipe access to the 1st-floor lab (PC), 4th-floor lab (PC and MAC), 634 (PC), and the Student Center labs on the Lincoln Park Campus (PC and MAC). Labs are open 7 days a week. Additional labs that may be of interest to game development students but may have more restricted access are detailed at the following link:

<https://www.cdm.depaul.edu/Student-Resources/Pages/SplashCallout/GameLabs.aspx>

For a complete list of computer lab hours, locations, and machine availability:

<http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/LabsandResources.aspx>

## 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: 50%

Assignments: 20%

Quizzes: 20%

Total: 100%

Grade	Percentage
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% of the number of classes scheduled for the term\*. 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 being 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.

*\*An absence will count as not attending class, not participating in team/group/discord discussions, and not watching the lecture recording within 24hrs of posting; if the absence takes place with no communication to your team or instructor.*

## **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 or discord server past 5 pm 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 needs.

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](https://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>

# **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 class communication systems.

## **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 continuing 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.

## **COVID-19 HEALTH & SAFETY PRECAUTIONS**

Keeping our DePaul community safe is of utmost importance in the pandemic. Students, faculty, and staff are expected to (1) wear a mask as required at all times while indoors on campus; (2) refrain from eating and drinking in classrooms; (3) keep current with their COVID-19 vaccinations or exemptions; (4) stay home if sick; (5) participate in any required COVID-19 testing; (6) complete the online Health and Safety Guidelines for Returning to Campus training; and (7) abide by the City of Chicago Emergency Travel Advisory. By doing these things, we are Taking Care of DePaul, Together. The recommendations may change as local, state, and federal guidelines evolve. Students who do not abide by the mask requirement may be subject to the student conduct process and will be referred to the Dean of Students Office. Students who have a medical reason for not complying with any requirements should register with DePaul's Center for Students with Disabilities (CSD).

## **RESPECT FOR DIVERSITY & INCLUSION AS ALIGNED WITH OUR VINCENTIAN VALUES**

At DePaul, our mission calls us to explore “what must be done” in order to respect the inherent dignity and identity of each human person. We value diversity because it is part of our history, our traditions, and our future. We see diversity as an asset and a strength that adds to the richness of classroom learning. In my course, I strive to include diverse authors, perspectives, and teaching pedagogies. I also encourage open dialogue and spaces for students to express their unique identities and perspectives. I am open to having difficult conversations and I will strive to create an inclusive classroom that values all perspectives. If at any time, the classroom experience does not live up to this expectation, please feel free to contact me via email or during office hours.

## **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.

## **POSTING WORK ON ONLINE SITES, SUCH AS HERO**

All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

## **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

## **ACADEMIC CALENDAR**

Students may want to take note of important dates from the academic calendar such as university holidays, withdrawal deadlines, finals week, etc. The DePaul University academic calendar may be accessed at the following link:

<https://academics.depaul.edu/calendar/Pages/default.aspx>