



GAM245-501: Syllabus

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

GAME DEVELOPMENT II

CLASS CODE: GAM245-501

LOCATION: DALEY 505

TIME: Tuesdays & Thursdays, 11:50 AM - 1:20 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

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. The goals of all designs done in this course will focus on 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 Unity 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.
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REQUIREMENTS

Each student is required to attend class on time, stay for the duration of the class, give full attention to lectures and group presentations in class*, produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in the 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 on the due date* in the proper requested format. 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.

**Assignments in this class will be related to the project you and your team are working on. The assignments may be role-specific (programmer, artist, designer) and will serve as stepping stones to*

completing the milestones outlined by the project. These assignments are designed to assist the work you will need to complete for your project.

DISCORD & TEAM WORK (PARTICIPATION)

Discord will be used for troubleshooting discussions, feedback, and brainstorming. Additionally, you will be required to use the class discord to converse with your assigned project group. Your participation grade will be gauged on how active you are on these platforms as well as during breakout groups.

PROJECTS

It is mandatory to put in at least 8-10 hours of work per week outside the classroom. Those who want to get more out of the class will put extra time into their projects. As we approach major milestones (prototype, Alpha, Beta, Demo), 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.

PRODUCTION UPDATES

Each sprint (every other week, or bi-weekly) you will be responsible for developing a task list and writing a production update on your project with your group. These conversations will happen in class and will be submitted for review “by the client”.

TEXTBOOKS & SUPPLIES

There is one **REQUIRED** textbook for this course. Any additional readings will be made available on D2L in PDF format or browser link.

- Game Design Workshop: A Playcentric Approach to Creating Innovative Games, By Tracy Fullerton (ISBN:9781138098770)

- **A LINK TO THE LIBRARY COPY OF THIS TEXTBOOK IS [HERE](#) AND AVAILABLE ON D2L.**

There is one *OPTIONAL* textbook for this course. I will recommend readings from this textbook over the course of the class but they are completely for you to further develop your production prowess.

- A Playful Production Process, Richard Lemarchand (ISBN:9780262045513)

- **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, task management 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 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>

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.*

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: 20%

Project: 50%

Assignments: 20%

Production Updates: 10%

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

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, 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.

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

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 course 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>