

[42289] GAM 245-602 Game Development II

Spring 2023

TuTh 11:50AM-1:20PM Daley 505

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.

We will be using **Unity** (w/ Visual Studio) as the engine to develop and implement the game. The goals of all design done in this course will focus around designing for the needs of a client; solving problems identified by the client; and providing transparency via reports and milestone deliverables.

DePaul changed a few years ago from Gamemaker to Unity (or Unreal Engine). The change is reflective of how Instructors at DePaul have tended toward Unity (because the free version is unencumbered by licenses and Gamemaker IS). Therefore, the DePaul trend is to use Unity in all the game design lab courses.

Instructor: Jonathan Hey

Office: CDM 635

Office Hours: M, T, W, TH 10-11 AM

Contact: You may contact me at jhey@depaul.edu. Also, at jhey.depaul@gmail.com (I teach a lot of classes but check emails and phone calls regularly.)

My cell is for voice and texts: **(773) 443-7877**. You are encouraged to call or text at any time.

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 2-D game. If you wish to pursue a 3-D game, please talk to me.

Welcome to Game Development II. In this class, we will be focusing on learning to use Unity to create more 2D (or 3-D) games. We will have multiple projects over the quarter as we learn to create more and more refined experiences.

Students are expected to download and learn (learn more) to use Unity. It is available in the labs here at school if you do not have a computer to work on. You will be using Unity on PC's. There is a Mac version of the software available, if you have a Macintosh only laptop.

Teams are encouraged. Teams are limited to 3 people at the maximum. It is too difficult to “police” larger groups. Let me know as soon as possible if there are problems within your team. Sharing software is "free" for up to 3 people. That is another reason to keep the teams' maximum at 3 people

While there will be lectures to get you moving forward, deep learning of the software will only come from making games and digging for more info Online. You must own your learning experience and seek out multiple venues to get info about the development suite we are using.

This is an exceptionally large topic. There are many, many ways to set up a UNITY game, 2D, 3D, various choices. This learning of a new Game Engine REQUIRES a lot of selflearning. I will have gathered as much of the resources on D2L, but it will remain your own task to learn the UNITY engine. People spend their entire working days learning UNITY, but we only have 10 weeks.

Grading:

Each project will be graded on its own rubric however you are expected to be an active, vocal, and polite participant in this classroom.

What follows is a schedule of activities for this class. Depending on the makeup of the class participants, the flow of activities is prone to fluctuate and change. I will let you know when we deviate from the syllabus. **In all cases please be aware that the workload for this class is relatively high.**

Class Schedule – This generally follows what you did in Game Development I. But you are expected to come up with a “*more-developed*” game.

Week 1 (March 28th and 30th) Re-introduction and identity Introduction to Unity engine basics (sprites, objects, events, actions) Start planning your *improved* GAM 244 game or a new one.

Week 2 Assignment: (April 4th and 6th) Write a (***text only***) description of your planned game, whether it is a *new endeavor* or an *improvement on a Game you made in GAM 244*. If you are making an older game new, include (in the text) what you are going to add, make different, etc. Also include your older game (as is). Best to ZIP or RAR the game, or store on a google drive (or similar) and send the link. Even better: upload a “build” of your previous game. **DUE Uploaded to D2L (Submission folder): by 9 PM Thursday April 6th, 2023**

Week 3 (April 11th and 13th) Work on getting your new game (or improvement) up and running.

Week 4 (April 18th and 20th) Continue work on getting your new game (or improvement) up and running. **DUE Uploaded to D2L (Submission folder): by 9 PM** - Initial Working Concept **Thursday April 20th, 2023** - Upload a “**build**” of your game.

Week 5 (April 25th and 27th) Work on *improving* your new game (or improvement on an older game) up and running. Fix anything that is not quite right, fix bugs.

Week 6 (May 2nd and 4th) Continue work on *improving* your new game (or improvement on an older game) up and running. Fix anything that is not quite right, fix bugs. **DUE Uploaded to D2L (Submission folder): by 9 PM** Improvement of W.C. **Thursday May 4th, 2023**

Week 7 (May 9th and 11th) Work on *FURTHER improving* your new game (or improvement on an older game) up and running. Fix anything that is not quite right, fix bugs.

Week 8 (May 16th and 18th) Continue work on *FURTHER improving* your new game (or improvement on an older game) up and running. Fix anything that is not quite right, fix bugs. **DUE Uploaded to D2L (Submission folder): by 9 PM** Further Improvement of W.C. **Thursday May 18th, 2023.**

Week 9 (May 23rd and 25th) Continue work on your game – start making it good enough to show others. Make it as well as you can. Polish the game. Continue to fix anything that is not quite right, fix bugs.

Week 10 (May 30th and June 1st) Continue work on your game – start making it good enough to show others. Make it as well as you can. Polish the game. Continue to fix anything that is not quite right, fix bugs. You will probably need this extra week to really improve and polish your game.

• Friday June 2, 2023 **End** SQ2023 Day & Evening Classes

Finals Week: Present Polished Games There is a lot of room for variation here that allows for emergence and visible feedback and facilitation. You will present your game and let others play it, seeking their reaction, answering their questions, taking in their comments.

Your Final Game Presentation is on "Finals Day" in class, Daley 505 on Tuesday June 6th, 2023 from 11:30 am to 1:45 pm – Note: 20 minutes earlier start time.

Your Final Game (*build*) is DUE Uploaded to D2L (Submission folder): by 5 PM Tuesday June 6th, 2023 (There is no penalty for ANY late submissions, but I will "bug" you, if you fall too far behind.)

Course Policies

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 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. Please see for additional information:

<https://resources.depaul.edu/teaching-commons/teaching/Pages/onlineteachingevaluations.aspx>

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.

Covid <https://resources.depaul.edu/coronavirus/Pages/default.aspx>

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at

<https://resources.depaul.edu/teachingcommons/teaching/academicintegrity/Pages/default.aspx>.

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>

Incomplete Grades

An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course.

All incomplete requests must be approved by the instructor of the course and a CDM

Associate Dean. Only exceptions cases will receive such approval. Information about the Incomplete Grades policy can be found at

<http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

Students with Disabilities

Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling them to access accommodations and support services to assist with their success. There are two office locations:

- Loop Campus – Lewis Center #1420 – (312) 362-8002
- Lincoln Park Campus – Student Center #370 – (773) 325-1677

Students who register with the Center for Students with Disabilities are also invited to contact Dr. Gregory Moorhead, Director of the Center, privately to discuss how he may assist in facilitating the accommodations to be used in a course. This is best done early in the term. The conversation will remain confidential to the extent possible.

Please see <https://offices.depaul.edu/student-affairs/about/departments/Pages/csd.aspx> for Services and Contact Information.

Attendance Students are expected to attend each class and to remain for the duration. Because of the COVID pandemic, much leniency will be had if you get your Assignments in.

Class Discussion Student participation in class discussions will be measured in two ways. First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. Participation allows the instructor to "hear" the student's voice when grading papers. Secondly, students will be called upon by the instructor to offer comments related to the reading assignments. Students must keep up with the reading to participate in class discussion.

Attitude A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

Civil Discourse DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be **Socially Responsible Leaders**. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

Cell Phones/On Call If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

Important Dates

- Saturday March 25, 2023, Begin SQ2023 Classes
- Friday March 31, 2023, 11:59 PM Deadline to add classes to SQ2023 schedule
- Friday April 7, 2023, Good Friday - University officially closed
- Saturday April 8, 2023, Easter Holiday - University officially closed
- Sunday April 9, 2023, Easter Holiday - University officially closed
- Monday April 10, 2023, Last day to drop SQ2023 classes with no penalty
(100% refund of tuition if applicable and no grade on transcript)

- Monday April 10, 2023, Last day to select pass/fail option for SQ 2023 classes
- Tuesday April 11, 2023, Grades of "W" assigned for SQ2023 classes dropped on or after
this day

- Monday April 17, 2023, Last day to select auditor status for SQ2023 classes
- Saturday April 22, 2023, Begin SQ2023 optional mid-term exam week
- Friday April 28, 2023, End SQ2023 optional mid-term exam week
- Friday May 12, 2023, Last day to withdraw from SQ2023 classes
- Monday May 29, 2023, Memorial Day - University officially closed
- Friday June 2, 2023, End SQ2023 Day & Evening Classes
- Saturday June 3, 2023, Begin SQ2023 Day & Evening Final Exams
- Friday June 9, 2023, Baccalaureate Mass
- Friday June 9, 2023, End Spring Quarter 2023
- Friday June 9, 2023, End SQ2023 Day & Evening Final Exams
- Friday June 9, 2023, Graduate Weekend Kick Off
- Saturday June 10, 2023, Commencement
- Sunday June 11, 2023, Commencement
- Friday June 16, 2023, "R" grades issued Spring 2022 lapse to "F"
- Friday June 16, 2023, Grades Due: Spring 2023

For more dates information: <https://academics.depaul.edu/calendar/Pages/default.aspx> Make sure you enter the correct Quarter.