

# **GAM 244-601 [32837] Game Development I**

**Spring 2024**

**Tues./Thurs. 1:30PM-3:00PM in Daley 505**

In this course students will develop skills in game design and development through the creation of a 2D or 3D 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 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.

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

**Instructor: Jonathan Hey** Office:

CDM 635

Office Hours: M, Tu, W, Th 10:30-11:30 or by arrangement or Zoom.

Contact: You may contact me at [jhey@depaul.edu](mailto:jhey@depaul.edu). Also, at [jhey.depaul@gmail.com](mailto:jhey.depaul@gmail.com) and also (This one is the email “attached” to D2L mass emails from me). 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. You are likely to receive a quicker answer than via email.

## **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. If you wish to pursue a 3D game, please talk to me.

Welcome to Game Development I. In this class, we will be focusing on learning to use Unity to create 2D or 3D games. We will have multiple projects over the quarter as we learn to create more and more refined experiences. I am encouraged (by DePaul) to share more of my game development experiences. We will have some classes where we “ignore” Unity and concentrate on game development in more general terms.

Students are expected to download and learn 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. However, we are in a PC lab. So, you may have to get Unity on your own Mac/notebook.

Teams are encouraged. Teams are limited to 3 people at the maximum. It is too difficult to “police” larger groups; plus sharing resources generally limit free software to groups of 3 people. Let me know *as soon as possible* if there are problems within your team.

**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 self learning. 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 (for years) 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 (Generalized, possible changes.)**

**Week 1** Introduction to course. Introduction to Unity Engine basics

**Assignment 1** Make a basic start-up room in Unity, not yet a game.

**Week 2** More videos, C# videos. Builds.

**Assignment 2** Initial game set-up

**Week 3** Assignment 3 Prefabs

**Week 4** Lab work on first Unity game continues.

**Week 5 Assignment: 1st Unity Game due by Date TBD.**

**Week 6 In-class** Evaluation 1st Unity Games. **Write-up Final (OR continued) Game.**

**Week 7** Lab work on Final Unity game.

**Week 8** Lab work on Final Unity game continues. **Improvement of Game due.**

**Week 9** Further work on Final Unity game.

**Week 10** Further work on Final Unity game.

**Finals Week:** You should be prepared to present your Finished Game to your fellow students IN CLASS Daley 505 on Thursday - June 13th, 2024 from **11:30am-1:45pm** [Note: earlier starting time]

## 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 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 <https://resources.depaul.edu/teaching-commons/teaching/Pages/onlineteachingevaluations.aspx> for additional information.

### 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> Please note, students seeking an incomplete must start the process themselves.

### **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. 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. **There is a one week "grace period" for Assignments due.** If you are more than 1 week (7 days) late, you will get a grade lowered by one grade; i.e. an A becomes a B.

**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**

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