

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:	WQ 2019
Meeting Time:	M, 5:45 – 9:00pm
Location:	14 E Jackson 503
Type:	Lecture
Website:	D2L, Piazza
Software:	Unity 2018
Instructor:	William Meyers
Email:	wmeyers@cdm.depaul.edu
Office Hours:	M/W 3:10pm – 5:00pm, 11:30 – 1:20pm
Office:	CDM 849

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:	Intro to 3D Game Kit
Week 2:	Mod 1: Development
Week 3:	Mod 1: Development
Week 4:	Mod 1: Development
Week 5:	Mod 1: Development
Week 6:	Mod 1: Delivery Mod 2: Development
Week 7:	Mod 2: Development
Week 8:	Mod 2: Development
Week 9:	Mod 2: Development
Week 10:	Mod 2 Delivery

Grading

- 40% Production
 - Participation
 - Tiaga (User Stories, Sprints)
 - Must keep track of everyone's progress and participation into the project
- 60% - 2 Mods to 3D Game Kit
 - Weapon Mod
 - Level/Gameplay Mod
- No Final Exam

How projects and homework are graded according to two criteria:

1. Does it run and meet all of the requirements? This is worth 80% of the grade

2. How creative or impressive is the solution? This is worth 20% of the grade.

If a student turns in a project that runs and meets all the requirements, then she earns 80% or a B for the project. If the student has also solved the project assignment in a creative or impressive way, meaning that she did something unique and innovative in her solution, then she can earn up to another 20%.

Grading Late Projects

Every day a student's project is late will remove 10% points from that project's grade. For example, if a student completes a project of 97% (or A level) quality, but hand it in 12 hours late, she will earn 87% or a B for that project. If she were to hand it in 36 hours late, then she would earn a 77% or a C for that project, and so on.

ATTENDANCE AND TARDINESS

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

Software:

- [Unity 2018](#)

Important Dates

- January 11, 2019 Last day to add classes to WQ 2019 schedule
- January 18, 2019 Last day to drop classes with no penalty, Last day to select pass/fail option
- January 19, 2019 Grades of "W" assigned for WQ2019 classes dropped on or after this day
- January 25, 2019 Last day to select auditor status
- February 22, 2019 Last day to withdraw from WQ2019 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>