GAM 395: Game Modification Workshop II

Description:

Students work in teams to design and develop a videogame that demonstrates their mastery of game design and development. Additionally, students will reflect on ethical decision making and professional ethics in the game industry.

Quarter/Year:	SQ 2019
Meeting Time:	W, 5:45 – 9:00pm
Location:	14 E Jackson 505
Type:	Lecture
Website:	D2L, Piazza
Software:	[Unity 2018](#)
Instructor:	William Meyers
Email:	wmeyers@cdm.depaul.edu
Office Hours:	M/W 9:30 – 11:30am, 1:30 – 5:00pm
Office:	CDM 849

Learning Outcomes:

- To experience a full game development production cycle (from concept to asset production) within a collaborative context
- To learn how to "scope" a game design idea based on available time, resources and expertise
- To gain experience working in cross-functional teams
- To gain practice in evaluating game design ideas, game prototypes, and demos in order to improve their quality.

Prerequisites:

PREREQUISITE(S): GAM 394

Goals:

The goal of this class is to develop a fully produced game. There will be several deliverables throughout the quarter. This will properly prepare them for follow class GAM 395, that will finish the project.

GAM 394 Goal:

- Prototype, Design, Concept

GAM 395 Goal:

- Polishing, Content Generation, Debugging, Delivery

Tentative Schedule:

- Week 5:
    - New Content Finished
    - Programmers – Debugging only.
- Week 7:
    - All Major assets complete and pushed into the game
    - Build Testing

- Week 11:
    - Final Executable Complete
    - Website Complete

Grading for Capstone 2

- Group Participation: 40%
    - Class participation: students are required to attend every class
    - Group participation: students as a group are required to help, develop and deliver a game
        - Programming, Design, or art.

- o Out of class participation: students as a group are required to meet and work together outside of class for at least 2 hours.
- o Tiaga Development: students are required to update their blog on taiga each week keeping track of their progress
- Project Delivery: 60%
  - o Requirements:
    - Final Executable of the game
  - o Team Website (includes)
    - Overview of the game
    - Trailer
      - Gameplay footage
    - Blog Entries from all developers on project

Important Dates
- April 5, 2019 Last day to add classes to SQ 2019 schedule
- April 12, 2019 Last day to drop classes with no penalty, Last day to select pass/fail option
- April 13, 2019 Grades of "W" assigned for SQ2019 classes dropped on or after this day
- April 22, 2019 Last day to select auditor status

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