

# GAME DEVELOPMENT II

GAM245-401 | AUTUMN 2020-2021 | Tuesday and Thursday | 3:10pm-4:40pm | ONLINE

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**INSTRUCTOR:** Trynn Check (“Trynn” is fine)

**EMAIL:** kcheck1@depaul.edu

**OFFICE HOURS:** Thursday 1:00-3:00pm (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. We will be using Gamemaker 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.

## 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 Gamemaker Studio 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.

## **REQUIREMENTS**

Each student is required to attend class on time, stay for the duration of class, to give full attention to lectures and group presentations in class\*, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and playtests, to be a communicative and effective team member, and to have a respectful, positive, hard-working attitude throughout the semester.

*\*For the ONLINE version of this class, there will be no group presentations, however; there will be required discussion, feedback, and teamwork through Discord, attentiveness in all classroom environments will be measured equally. Be present, respectful, and work hard!*

## **ASSIGNMENTS**

All assignments will be submitted on D2L by 11:59PM on the due date\* (which will be the day before class) in the proper requested format. Any assignments turned past the deadline will be lowered by one letter grade for each day it is late. 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. That being said, if you ever are unsure about how an assignment fits into the overall production goal, contact me so we can sort it out for you and ensure the work makes sense for your project goal.

*\*Please note: since this is a project class (with heavy group work) you may have things due before the official assignment date depending on your group's workflow. This will be the time final deliverables are due which are listed on D2L.*

## **QUIZZES**

There will be weekly quizzes made available on D2L for weeks 1-5. These quizzes will cover any content covered in lecture and the required reading. The quizzes should be viewed as a way to solidify your understanding of the most important takeaways from week to week.

## **DISCORD & TEAM WORK (PARTICIPATION)**

You will be provided with weekly discord prompts that facilitate classwide 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 toward their projects. As we approach major milestones (prototype, Alpha, Beta), 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.

## **ASANA & PRODUCTION UPDATES**

Each week 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 posted to Asana for Trynn's review.

## **TEXTBOOKS & SUPPLIES**

There is one REQUIRED textbook for this course. This book will be used primarily during Weeks 1-6 for readings and content will be used from the chapters for quizzes. 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)

## **SOFTWARE**

1. GAMEMAKER STUDIO 2: You will receive a temporary login to Gamemaker Studio 2 for use on your projects this quarter. Logins will be assigned in class and will expire on the last day of the quarter. You will need to download the Gamemaker software to a personal computer, download links can be accessed through signing up for a free trial on the GMS site.
2. ASANA: We will be using asana for task management and production updates. You and your team will create an account and set up a workspace which you will invite me to view! Asana is browser based and will be used to manage weekly tasks.
3. G SUITE: In order to collaborate with your team, I will require you to work with G Suite. Please ensure you have an email address that will work with Google Docs, Sheets, and Presentations.
4. DISCORD: We will use Discord for weekly prompts and classwide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via 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 a 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 setup cloud storage for your projects. Be sure you have a Bitbucket account, Bitbucket is accessed via browser.

## **LAB HOURS AND LOCATIONS**

**\*2020-2021 FALL: NO LAB ACCESS OR CAMPUS ACCESS, REQUIRED SOFTWARE WILL BE PROVIDED\***

## **ATTENDANCE POLICY**

Student absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the semester. 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 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.

## 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%  
Quizzes.....10%  
Project .....50%  
Assignments.....20%  
Total.....100%

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 past 5pm 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.

## CELL PHONE POLICY

The use of cell phones in the classroom and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen, but repeated failure to turn your phone off will result in a lowered grade for the class. No texting. If I have to ask you to stop texting more than once, there will be a full letter grade taken off your final grade.

## **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.

## **ACADEMIC INTEGRITY**

Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting:

<http://studentaffairs.depaul.edu/homehandbook.html>

## **LEARNING DISABILITIES**

Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office: Center for Students with Disabilities:

<http://studentaffairs.depaul.edu/csd/>

## **IMPORTANT DATES**

- Wednesday September 9, 2020: First day of Autumn Quarter 2020
- Tuesday September 15, 2020: Deadline to add classes to Fall schedule
- Tuesday September 22, 2020: Last day to drop Fall classes with no penalty
- Tuesday September 22, 2020: Last day to select pass/fail option for Fall classes
- Wednesday October 7, 2020: Begin Midterms week
- Tuesday October 13, 2020: End Midterms week
- Tuesday October 27, 2020: Last day to withdraw (W) from Fall classes
- Tuesday November 17, 2020: Last day of Fall classes
- Wednesday November 18, 2020: Begin Autumn Quarter Final Exam Week
- Tuesday November 24, 2020: Last day of Autumn Quarter 2020

# 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 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 & 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 <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