

Computer Game Development

CS 345-001 (CRN: 25255) / DIGM 465-004 (CRN: 25315)

Will Muto
wlm24@drexel.edu
http://www.willmuto.com/education/cs345_digm465/
Office Hours: By appt.

Winter 2008
Tuesday/Thursday 9:30-10:50
UCROSS 149 (Subject to Change)

Course Description

This course is designed to provide an overview to the pipeline process for video game creation, from asset creation to integration, as well as an overview to scripting for gaming. Students will be expected, by the end of the course, to effectively evaluate and utilize different game engines for specific tasks.

Requirements

Class attendance:	10%
Weekly Assignments:	20%
Midterm Review:	30%
Final Review:	40%

Readings

There is no official textbook for this course; I will be providing required print resources via electronic format.

Attendance

Attendance is a must for this class. A great deal of material is covered during each class period, and assignments are based heavily on lectures. Two unexcused absences are acceptable (as a courtesy, please notify me by email), after which the final grade will be affected. Students are expected to complete missed work by the following class. Six absences will result in automatic failure.

Assignments

Assignments build on previous lectures, and are to be completed on time. Deliverables will be submitted to a specified folder on DIGMFILES by 8:00 AM on the day of class.

Midterm Review: Students will be given a list of tasks. Choosing engines covered in class, the individuals will complete the tasks in each engine to the best of their ability. A short response write up (1-3) pages will also be turned in describing engine weaknesses and strengths, as well as problems encountered and workarounds. The midterm will be delivered via CD to my mailbox in the Department of Cinema and Television office in

University Crossings. Late midterms will be subject to a ten point per day point deduction.

Final Review: Students, after forming groups, will create an overriding game concept and, using the engine of their choice, develop one aspect of the game play for demonstration. For example, if the game concept was for a Katamari Damacy-type game, the group could create a simple demonstration picking up objects as the player rolls or growing in size as certain objects are collected. Groups will demo their project at the final review, and games will be submitted on CD.

Schedule

Week	Date	Class Discussion
1	1/8	Class introduction
	1/10	Lab
2	1/15	Quick 'n' Dirty: drag-and-drop with GameStudio.
	1/17	Lab
3	1/22	Break out the text editor: BlitzBasic, Processing, & Ogre
	1/24	Lab
4	1/29	Now you are thinking with Nodes: X3D and ECMAScript
	1/31	Lab
5	2/5	Advanced Production: Torque and XNA
	2/7	Lab
6	2/12	Midterm Review Body Movin': Animation for Games
	2/14	Lab
7	2/19	Environments, effects, and particles
	2/21	Lab
8	2/26	HUDs and Debugging
	2/28	Lab
9	3/4	Making your games think: Basic AI
	3/6	Lab

10	3/11	Watch your assets: Asset management, QA, and the production environment
	3/13	Lab
11		Final Review

Instructor Availability

I am available for extra help. Please consult my calendar (<http://www.google.com/calendar/embed?src=will.muto%40gmail.com>), and schedule an appointment via email.

Academic Honesty

Drexel's Academic Honesty Policy can be found here: <http://www.drexel.edu/judicial/honesty.html>.

Please note: This syllabus is subject to change. The most recent version can always be found at: http://www.willmuto.com/education/cs345_digm465/