

# Computer Game Development

## DIGM 360 (CRN: 33474)

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<http://www.willmuto.com/education/digm360-spring08>  
Office Hours: By appt.

Spring 2008  
Tuesday 12:30-3:20  
UCROSS 027  
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### Course Description

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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

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

### Readings

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

### Attendance

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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. One unexcused absence is acceptable (as a courtesy, please notify me by email), after which the final grade will be affected. Three absences will result in automatic failure.

### Assignments

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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.

**Critical Paper:** Students will pick a game, play it thoroughly to become acquainted with it, and write a critical review (2-3 pages, double spaced). Students are not limited to video games; they can pick a card-based game, board game, paper game, etc. Critical reviews should address (but not be limited to) the following questions: Is the interface effective? What is the replay value? Does the design compliment gameplay? Is it innovative?

**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 collected immediately at the beginning of class on the due date. **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 gameplay 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 will submit their projects on CD.

### **Schedule (Subject to Change)**

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<b>Week</b>	<b>Date</b>	<b>Class Discussion</b>
1	4/1	Class introduction
2	4/8	Before We Get Started...
3	4/15	<b>Critical Paper Due</b> Roll Up Your Sleeves and Dive In: Processing and Blitz3D
4	4/22	Now you are thinking with Nodes: X3D and ECMAScript
5	4/29	Advanced Production Environments: Torque and GameStudio
6	5/6	<b>Midterm Due</b> Plan, Plan, Plan
7	5/13	Building Your Game World
8	5/20	Body Movin': Animation for Games
9	5/27	BRRAAINNNNNSSSS!
10	6/3	Advanced Topics
11	6/10	<b>Final Review</b>

### **Instructor Availability**

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I am always 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**

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Cheating is not tolerated. On the first offense, students will immediately receive a failure for the course, and further action may be taken by the department and/or university. 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/digm360-spring08>**