

Computer Game Development

DIGM 360-001 (CRN: 14041)

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Office Hours: By appt.

Fall 2007
Tuesday 3:30-6:30
University Crossings, Room 015

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. However, in preparation for the workshop sequence, I recommend an optional resource, *3D Game Programming All in One, Second Edition* by Kenneth C. Finney (ISBN: 1598632663). This is an excellent, all-inclusive resource for game development in Torque.

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. 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

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 form into groups and will be given a list of tasks. Choosing three of the six engines covered in class, the groups 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.

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.

Schedule

Week	Date	Class Discussion
1	9/25	Class introduction
2	10/2	Quick and Dirty: drag-and-drop with GameStudio.
3	10/9	Break out the text editor: BlitzBasic and Ogre
4	10/16	Now you are thinking with Nodes: X3D and ECMAScript Online Development: Second Life
5	10/23	Advanced Production Editors: Torque and Unreal Runtime
6	10/30	Midterm Review Body Movin': Animation for Games
7	11/6	Environments, effects and particles
8	11/13	HUD and Debugging
9	11/20	Making your games think: AI
10	11/27	Watch your assets: Asset management, QA, and the production environment
11	12/4	Final Review

Please note: This syllabus is subject to change. The most recent version can always be found at: <http://www.willmuto.com/education/digm360>