

I n t r o t o G a m e s

COURSE OUTLINE

Session 1

Introduction to The world of Games - This is an introduction to the various ways in which games artists/designer build a game. You will gain a better understanding of the tools used in the process and learn the file generation methods used by professionals.

Assignment - Write a small paragraph on your favorite game. Explain why you like it and what about the game is original compared to other games.

Discussion - Discuss your game playing habits. What hooks you into a new game?

Session 2

Making a plan – You will explore the different types of games in the industry today and formulate a plan to begin construction on your own game.

Assignment: Following the provided outline begin to map out your game idea.

Discussion - What kind of game are you making? Please give a brief description.

Session 3

Gameplay - You will dial in the particulars of the game you are making, and begin to generate an asset list that calls out all the media you will need.

Assignment - Decide on what kind of game you are making and begin to work out the details. Generate an asset list and burn down chart.

Discussion - What in your opinion is the best game play feature ever created.

Session 4

Character Development – Research and generate an appropriate character for your game

Assignment - Create a character that you will use in your game. Present a character model sheet.

Discussion: What is your favorite game character and why?

Session 5

Level Design – You will Research and generate an appropriate environment for your game.

Assignment - Create a layout for each of your four levels. Make sure that the flow into each other like a story. They need to have a beginning, middle, and an end. Present these as thumb nail scketes.

Discussion - What is the best level of a game you have ever played?

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Session 6

Mapping and Points of Interest – You will work on defining the best way your game should be played and decide what will be needed to get you there.

Assignments - Start to flesh out your world. Define the critical path and describe its highpoints.

Discussion - Describe a time when you couldn't stop playing a game because you were way too hooked in.

Session 7 MIDTERM GRADES

Midterm

Assignment - Present your game so far as a pitch document. (From provided template)

Discussion - Review you classmates Pitch Docs. List the three most interesting facts you came across overall.

Session 8

Engines, and UI – You will explore various engine demos and gain experience in what is available to you as a developer. Read about what engines work well for what kinds of games.

Assignment - Try out at least 3 engine demos from the web.

Discussion - Which engine do you think would be right for your game and why?

Session 9

Plan Revision, and Asset List construction - You will finalize your asset list and learn about the Agile process and various other production tracking and development Methods.

Assignment – Generate the final list of all the assets you will need for your four levels. This includes characters, UI, and Props.

Discussion - How does your revised list differ from that of your original idea?

Session 10

Asset Construction Levels – You will read about what it takes to generate various types of backgrounds including 3d shooter, Mobile, and PC Social

Assignment - Build your four backgrounds. Remember you must have a

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beginning, middle, and an end. Turn in

Discussion - What method are you using to make your Backgrounds?

Session 11

Asset Construction - Props - You will read about what it takes to generate various types of props, imposters, sprites, including 3d shooter, Mobile, and PC Social

Assignment - Assignment: Create any props, or doobers you might need for your game

Discussion – What part are props going to play in your game?

Session 12

Asset Construction - Animation: You will read about what it takes to generate various types of characters and their animations, including 3d shooter, Mobile, and PC Social

Assignment - Animate your characters or assets.

Discussion - What is the best example of your game style animation you have seen?

Session 13

Last Chance Workout - You will read about development cycles of games, outsourcing, and how to start your own game company.

Assignment - Continue working on you game.

Discussion - Post any difficulties you might be encountering with your game.

Session 14

The Big Reveal - You will learn about the various positions in a game company and explore the hierarchy tree that exists in the industry.

Assignment - Turn in your project.

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Discussion - *Dev Post Mortem*- How was your build experience.

**Session 15
FINAL GRADES**

Critique

Assignment: Critique 2 of your peers projects

Discussion: Suggestions for making the class better

ATTENDANCE

Students are expected to attend all class meetings and final grades will reflect this policy. Attendance means arriving on time and staying for the entire class session. Each course requires that the student be present at and participate in, every class session. Failure to attend classes, tardy arrivals and early departures will be reflected in final grades as follows:

- Four (4) Ls (late arrivals) may drop the final grade by one step (B to C, C to D...)
- Three (3) unexcused absences may result in a final grade of F.
- Three (3) consecutive absences may result in a final grade of F or being dropped from the class.

EXCUSED ABSENCES

Absences do not lower semester grades if they are excused. Absences are excused on the following grounds only: illness, injury or other medical necessity accompanied by a doctor's note; death in the student's family.

All work must be submitted in a timely manner. Failure to submit an assignment or complete a project on time may be reflected in the grade for that assignment/project. Any work that is not submitted as due may be marked down by one step grade (B to C, C to D...) for each week that it is late. An excused absence does not alter the deadline for assignments or projects.

PETITION FOR GRADE OF INCOMPLETE

In special circumstances a student may request a grade of Incomplete. Students must submit a **Petition for the Grade of Incomplete Form** before the end of the term to the relevant instructor and Department Director for approval.

Authorization for an Incomplete is not automatic and approval will depend on the circumstances leading to the request. Students may obtain Incomplete forms from their academic advisor. Students will generally be required to demonstrate that they are unable to complete the required class assignment because of a personal emergency, an illness or a documented family emergency. All other

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work must be completed and up-to-date with only the final project not completed. The petition must be approved prior to the end of the term and sent to the Records Office with the final grade roster.

Conversion of an Incomplete Into a Letter Grade

A grade of I must be made up in accordance with the instructor's requirements within the first two weeks of the following term. Failure to make up the Incomplete within this time frame results in an automatic conversion to a grade of F. (Therefore, a student who receives a grade of I for the Spring semester has until the second week of the Summer semester to change the grade.) Students who feel they have been Administratively Withdrawn from a course or courses in error should complete an Add Form and must meet with their academic advisor. Students are responsible for promptly reviewing final semester grades online using the Self Service system. A student will only be permitted to petition for a change of grade during the semester immediately following the completion of course work for the questioned grade.

ACADEMIC PROBATION

Students will be placed on Academic Warning if their semester Grade Point Average (GPA) falls below a 2.0, but their cumulative GPA remains at 2.0 or higher. If their cumulative GPA falls below a 2.0, the student will be placed on Academic Probation and if their cumulative GPA falls below 2.0 for two consecutive semesters, the result is dismissal from college. If a student is dismissed, the student may apply for reinstatement after one full term has passed by submitting a letter to the Grievance Committee giving reasons for his/her academic record and requesting that re-admission be granted.

GRADING

CRITERIA

Students are graded on their skill level relative to industry standards. The student's skill level comprises all of the following:

1. The quality of conceptualization as it relates to assignments.
2. The quality of craft and design skills.
3. The quality of a student's presentation.
4. The student's mature ability to interact with peers and faculty members.
5. The student's mature ability to receive and act upon critiques.
6. The student's participation in and contribution to the class.
7. The student's ability to meet weekly and final deadlines.
8. The student's attendance record.

GRADE INTERPRETATIONS

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|--------------------|--|
| A (4 grade points) | Excellent work. |
| B (3 grade points) | Good work. |
| C (2 grade points) | Average performance. Student has achieved objectives of the course. |
| D (1 grade points) | Below Average. Student has not met the objectives of the course. Student must repeat the course. |
| F (0 grade points) | Failing. Student must repeat the course. |

Students are expected to complete the courses they are enrolled in, and the Academy discourages students from dropping a class simply because they do not expect a good final grade. A student who is doing poorly or who wants academic assistance of any kind, at any level, is encouraged to contact the Study Hall.