



Course Directive

ID623001: Introduction to Algorithmic Problem Solving

Semester One, 2023

Course Information

Credits: 15 Credits
Prerequisite: IN/D511001: Programming 2
Timetable: Wednesday 8 AM D202
Friday 1 PM D313

Teaching Staff

Name: Adon Moskal
Position: Principal Lecturer
Office Location: D205b
Email Address: adon.moskal@op.ac.nz

Course Dates

Term 1: 20 February - 6 April
Mid Semester Break: 7 April - 23 April
Term 2: 24 April - 23 June

Public Holidays & Anniversary Days

A list of public holidays & anniversary days can be found here - <https://www.op.ac.nz/students/importantdates>

Aims

To introduce the concepts of game development including algorithms & data structures that are required to use a simple, industry-relevant development framework.

Learning Outcome

At the successful completion of this course, learners will be able to:

1. Design & build usable, attractive games using various introductory algorithms following an appropriate software development methodology.

Assessments

Assessment	Weighting	Due Date	Learning Outcomes
Portfolio	100%	23-06-2023 (Friday)	1

Provisional Schedule

- Course & teaching surveys will be emailed to you in **Week 12**

Week	Date	Topics
1/Tahi	20-02	Introduction to Unity Scripting
2/Rua	27-02	Introduction to Unity Scripting
3/Toru	06-03	Introduction to Unity Scripting
4/Whā	13-03	Portfolio Assessment Work
5/Rima	20-03	Game Mechanics
6/Ono	27-03	Game Mechanics
7/Whitu	03-04	Game Mechanics
Mid Term Break		
8/Waru	24-04	Portfolio Assessment Work
9/Iwa	01-05-2022	Maze Generation
10/Tekau	08-05-2022	Maze Generation
11/Tekau mā tahi	17-05-2022	Maze Generation
12/Tekau mā rua	22-05-2022	Portfolio Assessment Work
13/Tekau mā toru	29-05-2022	AI Strategy
14/Tekau mā whā	05-06-2022	AI Strategy
15/Tekau mā rima	12-06-2022	AI Strategy
16/Tekau mā ono	19-06-2022	Portfolio Assessment Work

Resources

Software

This paper will be taught using **Unity & Visual Studio Code**. An installer for **Unity & Visual Studio Code** are available - <https://unity3d.com/get-unity/download> & <https://code.visualstudio.com/download>. Please refer any problems with downloads or installers to **Rob Broadley** in D205a.

Readings

No textbook is required for this course. URLs to useful resources will be provided in the lecture notes.

Course Requirements & Expectations

Learning Hours

This course requires **150 hours** of learning. This time includes **48 hours** of timetabled class time, & **102 hours** of self-directed reading, preparation & completion of assessments.

Criteria for Passing

To pass this paper, you must achieve a cumulative pass mark of **50%** over all assessments. There are no reassessments or resits.

Attendance

- Learners are expected to attend all classes, including lectures & labs.
- If you cannot attend for a few days for any reason, contact the course.

Communication

Microsoft Outlook/Teams are the official communication channels for this course. It is your responsibility to regularly check **Microsoft Outlook/Teams** & **GitHub** for important course material, including changes to class scheduling or assessment details. Not checking will not be accepted as an excuse.

Snow Days/Polytechnic Closure

In the event **Otago Polytechnic — Te Kura Matatini ki Otago** is closed or has a delayed opening because of snow or bad weather, you should not attempt to attend class if it is unsafe to do so. It is possible that the teaching staff will not be able to attend either, so classes will not physically be meeting. However, this does not become a holiday. Rather, the course material will be made available on **GitHub** for classes affected by the closure. You are responsible for any course material presented in this manner. Information about closure will be posted on the **Otago Polytechnic — Te Kura Matatini ki Otago Facebook** page <https://www.facebook.com/OtagoPoly>.

Group Work & Originality

Learners in the **Bachelor of Information Technology** programme are expected to hand in original work. Learners are encouraged to discuss assessments with their fellow learners, however, all assessments are to be completed as individual works unless group work is explicitly required (i.e. if it doesn't say it is group work then it is not group work - even if a group consultation was involved). Failure to submit your original work will be treated as plagiarism.

Referencing

Appropriate referencing is required for all work. Referencing standards will be specified by the teaching staff.

Plagiarism

Plagiarism is submitting someone else's work as your own. Plagiarism offences are taken seriously & an assessment that has been plagiarised may be awarded a zero mark. A definition of plagiarism is in the Student Handbook, available online or at the school office.

Submission Requirements

All assessments are to be submitted by the time, date, & method given when the assessment is issued. Failure to meet all requirements will result in a penalty of up to **10%** per day (including weekends).

Extensions

Extensions are only available for unusual circumstances. These must be applied for, & approved, before the submission date.

Impairment

In case of sickness contact the teaching staff or **Head of Information Technology (Michael Holtz)** as soon as possible, preferably before the assessment is due. The policy regarding the granting of a mark that considers impaired performance requires a medical certificate & a medical practitioner's signature on a form. You may refer to the guide on impaired performance on the student handbook.

Appeals

If you are concerned about any aspect of your assessment, approach the teaching staff in the first instance. We support an open-door policy & aim to resolve issues promptly. Further support is available from the **Head of Information Technology (Michael Holtz)** & **Second/Third-Year Coordinator (Grayson Orr)**. **Otago Polytechnic — Te Kura Matatini ki Otago** has a formal process for academic appeals if necessary.

Other Documents

Regulatory documents relating to this course can be found on the **Otago Polytechnic — Te Kura Matatini ki Otago** website.