**Instructor:**

Danny Jugan

Class Room: Atkins 126

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Class Website: moodle2.uncc.edu

Office Hours: Woodward 210B, Thursday 12:30 – 1:30pm

**Prerequisites**:

ITCS 4230

**Required Textbook:**

**Grading:**

Game Project: 60%, Homeworks: 40%

* 90-100%: A
* 80-90%: B
* 70-80%: C
* 60-70%: D
* <60%: F

**Attendance Policy**

Attendance of all scheduled classes is strongly encouraged, because the material covered in the lectures will not necessarily be restricted to that in the prescribed text. You are responsible for all material covered in class. Attendance for all exams is mandatory. Makeup Exams will not be given except under documented, special circumstances.

**Academic Integrity**

Cheating in any form is subject to disciplinary action (UNCC Catalog, pages 275-278). As far as programming projects are concerned, you are **only** allowed to discuss general concepts and strategies for solving problems. No sharing of modules or parts of programs will be allowed.

**SCHEDULE**

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|  | **Topic** | **Assignments** |
| 1/11 | Syllabus overview and class expectations |  |
| 1/13 | 2D vs 3D Game Development | Homework #1 Assigned (Game Franchise History) |
| 1/18 | MLK Day – University Closed |  |
| 1/20 | Starting Your Game Design Document | Homework #1 Due 1/19 at 11:55pm |
| 1/25 | An Introduction to Using Unity |  |
| 1/27 | Game Design Principles Part I | Homework #2 Assigned (What Makes a Game Good?) |
| 2/1 | Transform Manipulation – Positions |  |
| 2/3 | Transform Manipulation – Rotations | Homework #2 Due 2/2 at 11:55pm |
| 2/8 | GDD Document Workday – No class |  |
| 2/10 | Cameras |  |
| 2/15 | Lighting |  |
| 2/17 | Basic Scripting |  |
| 2/22 | Avatars and Models |  |
| 2/24 | Animations and Controllers |  |
| 2/29 | Game Design Document Presentations | Homework #3 (Game Design Document) Due 2/28 at 11:55pm |
| 3/2 | Collisions |  |
| 3/14 | Terrain |  |
| 3/16, 3/21 | GUI |  |
| 3/23 3/28 | Milestone Presentations | Homework #4 (Game Milestone) Due at the start of class |
| 3/30 | Particle Effects |  |
| 4/4 | GDD Document Workday – No class |  |
| 4/6 | Pathfinding |  |
| 4/11 | Avatar Masks |  |
| 4/13 | Singleton Design |  |
| 4/18 | Passing Data Between Scenes |  |
| 4/20 | Player Preferences |  |
| 4/25 | Publishing Your Game |  |
| 4/27, 5/2 | Final Project Presentations | **Final Games Due 4/27** |
| 5/4 | Reading Day |  |
| TBA | Exam Date – Game Play Sessions |  |