Project & Portfolio IV

Course Syllabus

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Objective: Work as a team to reverse engineer some classic arcade titles.

Textbook: Feel free to use any textbooks or reference manuals on O’Reilly Books.

Academic Dishonesty: Don’t share code outside the team. Do not plagiarize code.

Lectures: Discussion of effective strategies for authoring game/engine code.

Integrated Learning: Study external resources to aid the team on this journey.

Sprints: Demonstrate and submit your game in its current state for evaluation.

Portfolio Project: A game inspired by the mechanics of classic arcade titles.

Grading: 10% GPS, 16% ILs, 8% Pre-Pro, 8% Alpha, 8% Beta, 50% Gold

Sick Policy: Dr./Clinic note == Excused. Make-up work can substitute this note.

Late Policy: We use the standard Full Sail Computer Science late policy.

Blue Shell: You can always earn 50% but assignments must be 100% perfect.

Schedule: Intro, C++17, ECS, APIs, Game State, Overlays, Polish, Postmortem

Office Hours: Team meetings Friday via Zoom, please schedule an appointment.

Tutoring: Go to the tutoring center, also please be a tutor they are awesome.