CS74.42A Game Development

Fall 2018 ~ Ethan Wilde

Week 17

SANTA ROSA JUNIOR COLLEGE

Welcome

- Course Outline: This Week
- Final Exam Review
- What to Do Next

Course Outline

1 World of Game Development	10 Physics, Particles + Effects
2 Play a Game, Learn to Code 1	11 Midterm Review / Draft GDD
3 Play a Game, Learn to Code 2	12 Prefabs + Classes / Build Sys
4 Intro to JavaScript + Systems	13 Final Project: Design Game
5 Browser-Based Games	14 Adv Development Techniques
6 Working with Sprites + Controls	15 Build + Playtest Sprint 1
7 Level Maps, Atlases + Tiles	16 Build + Playtest Sprint 2
8 UI + Sound	17 Build + Playtest Sprint 3
9 Simulating the Physical World	18 Final Exam (online)

Get all of the details in the complete syllabus on Canvas.

**Weeks 12-14: Omitted due to smoke days and Thanksgiving.*

Building Final Project

Week 16	**Build + Playtest Sprint 2** Share a URL to your in-progress work in the Weekly Discussion
Week 17	**Build + Playtest Sprint 3** Share a URL to your in-progress work in the Weekly Discussion
Finals Week / Week 18	**Final Project Due** Participate in the Final Project Presentation Discussion

Building Final Project

Small steps to success

1. ***Weekly Build Sprint***
2. ***Weekly Playtesting***

Turn in your final project in Canvas by Dec 18th 11:59pm

Final Exam Review

Online in Canvas, Mon 12/17 – Fri 12/21 11:59pm

Seven questions selected from two pools.

a) JavaScript Basics: code completion questions

b) Game Engine Basics: conceptual questions
no actual code for Unity3D or Phaser

Final Exam Review

JavaScript Basics Topics Covered

1. Variables + Arrays: Declaring and using variables in expressions.

2. Object Values + Dot Notation: Accessing property values and methods of objects.

3. Control Structures: Loops and conditional statements

4. Object-Oriented Programming: Classes and constructors.

Final Exam Review

Game Engine Basics Topics Covered

1. Application architecture: Game loops.
2. Display management: Display lists and camera.
3. Game objects: sprites, collisions, and tweening.
4. Physics concepts: body and related properties.

What to Do Next

- **Homework**
  - **Final Project: Phaser.js or Unity3D Game**
  - **Discussion 7: Game Dev Teams + Roles**
    - Due in Canvas by 12/18 at 11:59pm
- **Canvas Site**
  - All materials available there
  - ***canvas.santarosa.edu/courses/33387***