

MTEC - 2120-D500
Interactive Media System Design
Voorhees V-120
Friday 2:35-5:35 PM

Instructor

Charles George
CHARLES.GEORGE55@citytech.cuny.edu

Overview

The Goal of this course is to cover intermediate Game Development using Unity. We will cover more subjects such as how to build animated state machines, Game feel, source control, 3D Assets and building 3D games. We will also be building our own projects and working towards building projects for our portfolios. The course will be roughly divided into three sections, a 2D section, a section on 3D development and a section that focuses on general advanced game development processes, and building our final project.

Course Software (All software has free versions)

- Visual Studio
- Unity
- Github

Pre requisites

- Intro to game development course
- Rough knowledge of C# scripting and Unity

Important Dates

First Unit - January 26- February 16 Unit 1

- Unity 2D: Topics Include
 - Sprites, Sprite Sheets, Unity Physics, Git, 2D Animations, Game feel, Simple 2D game math

- First project presentations - February 16

February 23 - March 8th Unit 2

- Unity 3D: Topics Include
 - Importing Meshes, Importing Skeletons and Animations, Intro to 3D Math, Intro to 3D animations, 3D asset types, how to source assets, Materials

- Second Project Presentations March 8

March 15-May 10 Unit 3

- Third Unit
 - Specializing, Common game development concepts, UI, Organizing projects, Special effects, Shaders, Navmesh, AI. This portion of the class will give us some freedom to define topics based on interest and current progress.
- Two days off
 - March 29th
 - April 26th

- **Third Project Presentation April 5th**
- **Final Project Presentation May 10th**

Help Hours and group work

I encourage you to ask each other questions, and work together. I want you to understand the process, even if that means looking at someone else's code or getting help. Similarly for web resources. . Professional developers use information from all over the web. At the end of the day the final product must be yours though, You may not fully source a full project and make small changes

Join Zoom Meeting

<https://us02web.zoom.us/j/89779541460?pwd=WXpSMVgrL2JXdUVxUIJOUndIKzhtUT09>

Meeting ID: 897 7954 1460

Passcode: 635441

I will be open for office hours 1 day a week, for 2 hours, wed afternoons on zoom from 2-4pm. I will also be available via city tech EMail, and will run a slack chat room where we can ask questions. Please allow some time for a response, as I may not be able to respond in real time. The course is on Github for lectures, and such here.

<https://github.com/entertainmenttechnology/George---MTEC---2120---Spring-2024>

All assignments will be submitted via Github. We will have a class repository we can submit through.

Grading

A Excellent:	Exceptional work for a college student. Work at this level is thorough, well reasoned, creative, and displays growth understanding and effort
B Good:	Competent work for a College student even though some weaknesses are evident. Demonstrates competency in the key course objectives but shows some indication that understanding of some important issues is less than complete. Shows some level of growth from previous work.
C Borderline:	Weak work for a college student; meets minimal expectations for understanding and effort and shows no growth from previous projects.
D Deficient.	Inadequate work for a college student; does not meet the minimal expectations for a college student in the course. Work is inadequately developed or flawed by numerous errors and misunderstanding of important issues. Student does not demonstrate knowledge or technical competence.
F Fail:	Work fails to meet even minimal expectations for course credit for a graduate student. Performance has been consistently weak, with serious limits in many areas. Weaknesses or limits are pervasive.

Final Grade Rubric:

- **30% Participation**
- **45% First three projects**
- **25% Final project**

Notes

- ***Regular class attendance is important, participation is an important part of the grade. There will be one unexcused absence per semester, after which points will be removed from the participation score.***
- Students are responsible for all material, in all forms, presented during scheduled class times.
- Students are required to keep copies of all development assignments throughout the semester.
- When working in a group, all group members must possess current versions of the assignment.
- The contents of this syllabus may be modified depending on the progress of the course.

Academic Integrity

Students who intentionally submit work either not their own or without clear attribution to the original source, fabricate data or other information, engage in cheating, or misrepresentation of academic records may be penalized for academic dishonesty. According to CUNY's policy, academic dishonesty will be "subject to review and the possible imposition of penalties in accordance with the standards, practices, and procedures of CUNY and its colleges and schools. Violations may result in failure on a particular assignment, failure in a course, suspension or expulsion from the University, or other penalties."

<https://www.cuny.edu/about/administration/offices/legal-affairs/policies-resources/academic-integrity-policy/#:~:text=Academic%20dishonesty%20is%20prohibited%20in.a%20college%20or%20university%20education>

Accessibility

The College will make reasonable accommodations for persons with documented disabilities. Services are available only to students who are registered and submit appropriate documentation. As your instructor, I am happy to discuss specific needs with you as well.

Course Communications

Students are responsible for having a working email account (which they check regularly), and using the course blackboard account for any and all updates.

Religious Observance

Students should notify instructors at the beginning of the semester about their wishes to observe holidays on days when class sessions are scheduled. Where academic scheduling conflicts prove unavoidable, no student will be penalized for absence due to religious reasons, and alternative means will be sought for satisfying the academic requirements involved. If a suitable arrangement cannot be worked out between the student and the instructor, students and instructors should consult the appropriate department or program director.