Undergraduate Course Syllabus

IT 305: Digital Game Development

Center: Online

Course Prerequisites

IT 207 or instructor permission

Course Description

This course provides a technically well-founded introduction to game development using programming languages and various gaming editors. On completing this course, the student will have acquired a fundamental understanding of the Windows API, the use of sprites, animation and audio in an integrated game environment. This course is cross-listed with GAM 305.

Course Outcomes

- Understand the use of the NWN2 editor
- Create simulations using the NWN2 editor
- Critique simulations created with the NWN2 editor
- Understand the limitations of the NWN2 editor
- Appreciate the advantages and disadvantages of current simulation editors

Required Materials

Using your learning resources is critical to your success in this course. Please purchase directly through SNHU's online bookstore, MBS Direct, rather than any other vendor. Purchasing directly from the bookstore ensures that you will obtain the correct materials and that the Help Desk, your advisor, and the instructor can provide you with support if you have problems.

The Game Production Handbook (w/ CD)

Chandler, Heather Maxwell

Jones & Bartlett

3rd Edition

978-1-4496-8809-7

This course requires the use of GameMaker 8.1 Lite software for Windows. You can download this version from: http://www.yoyogames.com/download/windows/lite

Note to Mac users: Due to potential incompatibilities the Mac version of this software cannot be used in the course. You will need to install a virtual Windows environment on your Mac which will allow you to install and run any Windows-based software. Instructions on how to obtain the necessary software at no charge can be found at: https://my.snhu.edu/Offices/ITS/IS/resources/Documents/Install%20Windows%20on%20a%20Mac%20Manual.pdf

Instructor Availability and Response Time

Your class interaction with your instructor and your classmates will take place in Blackboard on a regular, ongoing basis. Your instructor will be active in Blackboard at least five days a week, and you will normally communicate with your instructor in the open Blackboard discussion forum so that your questions and the instructor's answers benefit the entire class. You should send emails directly to your instructor only when you need to discuss something of a personal or sensitive nature, and in those cases your instructor will generally provide a response within 24 hours.

Grade Distribution

Assignment Category	Number of Graded Items	Point Value per Item	Total Points
Discussion Board	8	25	200
Short Paper	1	100	100
Course Journal	1	Summative	220
Final Project	6 graded milestones	80	480
		Total Course Points:	1,000

This course may also contain practice activities. The purpose of these non-graded activities is to assist you in mastering the learning outcomes in the graded activity items listed above.

University Grading System: Undergraduate

		Total Points.	1,000	
Grade	Numerical Equivalent	Points	Points Equivalent	
			Lower	Upper
A	93-100	4	930	1000
A-	90-92	3.67	900	929
B+	87-89	3.33	870	899
B	83-86	3	830	869
B-	80-82	2.67	800	829
C+	77-79	2.33	770	799
C	73-76	2	730	769
C-	70-72	1.67	700	729
D+	67-69	1.33	670	699
D	60-66	1	600	669
F	0-59	0	0	599
I	Incomplete			
IF	Incomplete/Failure*			
IP	In Progress (past end of term)			
W	Withdrawn			

*Incomplete and Incomplete/Failure: Any student requesting an "I" grade must complete a Student Petition and Contract for a Grade of Incomplete and submit it to the proper offices prior to the final day of the term/semester. The petition will specify a deadline by which the coursework must be completed. The incomplete automatically becomes an "IF" if work has not been completed and a grade has not been submitted by the specific deadline.

Grading Guides
Specific activity directions, grading guides, posting requirements, and additional deadlines can be found in the Course Information area in the Assignment Guidelines and Rubrics folder.

Weekly Assignment Schedule
The Learning Modules area in Blackboard contains one module folder for each week of the course. All reading and assignment information can be found in the folders. All assignments are due by 11:59 p.m. Eastern Time on the last day of the module week.

In addition to the textbook readings that are listed, there may be additional required resources within each module in Blackboard.

Module	Topics and Assignments
1	Production Overview Reading: *The Game Production Handbook*, Chapters 1 and 5 1-1 Discussion: Financial Success of the Development House 1-2 Final Project: Review Final Project Document
2	Development Resources and Products Reading: *The Game Production Handbook*, Chapters 2 and 7 2-1 Discussion: Game Careers 2-2 Journal: Week Two 2-3 Final Project: Wiki Workspace 2-4 Final Project: Milestone One
3	Design Process Reading: *The Game Production Handbook*, Chapters 9 and 21 3-1 Discussion: Assessing Professional GDDs 3-2 Final Project: Wiki Workspace 3-3 Final Project: Milestone Two
4	Project Plan Reading: *The Game Production Handbook*, Chapters 3, 21, 22, and Appendix A 4-1 Discussion: Examining Project Plan Problems 4-2 Journal: Week Four 4-3 Final Project: Wiki Workspace 4-4 Final Project: Milestone Three

5	The Development Cycle Reading: *The Game Production Handbook*, Chapter 23 5-1 Discussion: Development Cycles and Games 5-2 Final Project: Wiki Workspace 5-3 Final Project: Milestone Four
6	Production Reading: *The Game Production Handbook*, Chapters 8, 9, and 24 6-1 Discussion: Managing the Team 6-2 Journal: Week Six 6-3 Final Project: Milestone Five
7	Testing and Quality Assurance Reading: *The Game Production Handbook*, Chapter 10 7-1 Discussion: Final Project Share 7-2 Final Project: Wiki Workspace 7-3 Final Project: Milestone Six
8	Release and Post-production Reading: *The Game Production Handbook*, Chapters 11, 12, and 13 8-1 Discussion: Post-mortem 8-2 Final Journal Entry 8-3 Group Evaluation Form 8-4 Short Paper: Post-mortem Wiki 8-5 Short Paper: Post-mortem

Attendance Policy

Online students are required to post to the Blackboard discussion board during the first week of class. If a student does not submit a posting to the discussion board during the first week of class, the student is automatically withdrawn from the course for non-participation. Review the full attendance policy.

Late Assignments Policy

Meeting assigned due dates is critical for demonstrating progress and ensuring appropriate time for instructor feedback on assignments. Students are expected to submit their assignments on or before the due date. Review the full late assignment policy.

SNHU College of Online and Continuing Education Guide to Student Success

Review the guide to student success.

Diversity and Disability Statement

The College of Online and Continuing Education (COCE) at SNHU values diversity and inclusion. SNHU strives to create inclusive and welcoming academic environments. If there are aspects of the instruction or design of this course that present barriers to your inclusion, please notify the Disability Resource Center (DRC) as soon as possible. We will work with you and your instructor to address needs and concerns.

We encourage all students with known or suspected physical, medical, sensory, psychiatric, and/or learning disabilities to register with the Disability Resource Center (DRC) in order to assess learning needs and take advantage of available academic accommodations and support services. We look forward to hearing from you. Our contact information is below.

Disability Resource Center (DRC)
(877) 591-4723 (select option 4)
(877) 520-8916 (fax)
drc@snhu.edu

We welcome COCE students, faculty, and staff to consult with the Disability Resource Center (DRC) on disability-related questions or concerns.

Academic Honesty Policy

Southern New Hampshire University requires all students to adhere to high standards of integrity in their academic work. Activities such as plagiarism and cheating are not condoned by the university. Review the full academic honesty policy.

Copyright Policy

Southern New Hampshire University abides by the provisions of United States Copyright Act (Title 17 of the United States Code). Any person who infringes the copyright law is liable. Review the full copyright policy.

SNHU College of Online and Continuing Education Withdrawal Policy

Review the full withdrawal policy.

Southern New Hampshire University Policies

More information about SNHU policies can be found on the policy page.