

# CSS 385 A Sp 20: Introduction To Game Development

[Jump to Today](#)[!\[\]\(c3d993ca47bfe2a953c700506ce31fa0\_img.jpg\) Edit](#)

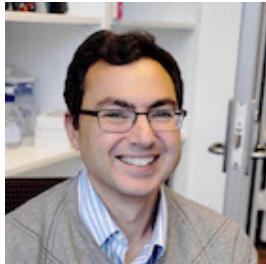
## CSS 385 A: Introduction to Game Development

Spring 2020 | Tuesday/Thursday 3:30-5:30PM

[!\[\]\(17413706fd4997a1a4bdf85c6864eee1\_img.jpg\) Lecture Materials](#)[!\[\]\(faf942dc3e59ce8eb64b4ac481eca7e0\_img.jpg\) Assignments](#)[Zoom](#)

(<https://washington.zoom.us/j/744557637?pwd=MEZOWEN6Yjh1T2REdWlwd2xLN1Jpdz09>)

### Instructor Information



**Yusuf Pisan, Ph.D.**

Email: [pisan@uw.edu](mailto:pisan@uw.edu) (<mailto:pisan@uw.edu>)

Office Hours: Tuesday 11-12, Thursday 2-3pm

[Zoom Link](#) (<https://washington.zoom.us/my/pisan?pwd=Sng5eUt6WWF5ZkN6MIBMUWFnMnZldz09>)

Meeting ID: 425-492-4951 Meeting Password: pisan

### Lectures

Tuesday/Thursday 3:30-5:30PM

[Zoom Link](#) (<https://washington.zoom.us/j/744557637?pwd=MEZOWEN6Yjh1T2REdWlwd2xLN1Jpdz09>)

Meeting ID: 744-557-637 Meeting Password: 385

### Course Description

Examines the fundamental issues in designing and developing computer video games; creative and artistic elements, story narration, software architecture, interaction model, mathematic, physics, special effects, and in-game AI logic. Experiences elements in game design: world setting, game play, and interface; and experiences implementing games: conceptualization, prototyping, and play testing.

### Learning Objectives

- Critically examine video games

- Understand the structure of games
- Design, prototype, test and implement a game from scratch
- Understand and extend techniques commonly used in games
- Work in groups, present and reflect on extended project

## Textbooks

- None - Readings will be provided

## Grading

A scale of 90s (3.5-4.0), 80s (2.5-3.4), 70s (1.5-2.4), 60s (0.5-1.4) is a rough guide. 2.0 roughly corresponds to 75%. Grades are not curved which means everybody can get a 4.0. Your success is not determined by how well or badly other students in the class are doing.

In-Class Exercise: 10%, Homework: 10%, Projects: 40%, Final Progress: 10%, Final Project: 30%

## Policies

[Student Help for Learning Online \(<https://www.uwb.edu/it/student-continuity>\)](https://www.uwb.edu/it/student-continuity) is a resource specifically setup to support students during remote teaching and learning. As resources for student become available, you will find it there.

**Attendance:** Attend all classes. If you are going to miss a class, I'd appreciate a courtesy email with an explanation, but it is not required. You are responsible for all the material covered in class, as well as any announcements including change of due dates or assignment specifications. You can miss one "In-Class Exercise" exercise without penalty. If you miss a class, I expect you to make-up for it on your own by asking your friends, reviewing the textbook, lecture materials, etc.

**Electronics:** Research shows that using pen and paper to take notes is much more effective than using a computer. Even though our classes will be online, you should close your email, your browser tabs and focus on the class. Take notes using pen and paper; it will help you learn better.

**Project Submission:** You can submit one and only one project 24 hours late without any penalty. All other projects as well as all home works must be submitted on time. I will make allowances for exceptional circumstances such as sickness, bereavement and official university business. I will not make exceptions for work, other classes, personal obligations, etc.

**Effort:** Expect to spend 10-15 hours per week outside class. If an assignment is worth 10%, expect to spend 10-20 hours on the assignment. If you are spending too much time or too little time, let me know we'll adjust the course content. Learning happens best when your are challenged and get to stretch your limits.

**Exam Procedures:** Online, open-book

**Academic Integrity:** Do the right thing, see <http://guides.lib.uw.edu/bothell/ai> (<http://guides.lib.uw.edu/bothell/ai>) for details on what is "right" if in doubt. Talking about code is OK, looking at each others code is not OK. Looking at references to understand how a functions gets used is OK; looking up assignment solutions is not OK.

**Communication:** Join the course channel on discord <https://discord.gg/5mEm92e> (<https://discord.gg/5mEm92e>) . Discord is an extension of the classroom, so use a meaningful nickname and act professionally. If your question can be answered by a classmate, post it to discord rather than using email or waiting for office hours. Office hours are for complex issues or topics you are struggling with.

Use your UW email rather than "Canvas Messaging" to communicate directly with me. "Canvas Submission Comments" should only be used to draw the grader's attention to a specific part of your submission.

**Problems:** If you are having difficulties, come and talk to me. If I don't know about it, I cannot help you. Small problems can be fixed easily early in the quarter, but might become impossible to fix later on.

**Access and Accommodations:** Your experience in this class is important to me. If you have already established accommodations with Disability Resources for Students (DRS), please communicate your approved accommodations to me at your earliest convenience so we can discuss your needs in this course. See <http://www.uwb.edu/studentaffairs/drs> (<http://www.uwb.edu/studentaffairs/drs>) if you need to establish accommodations.

**Religious Accommodations:** Washington state law requires that UW develop a policy for accommodation of student absences or significant hardship due to reasons of faith or conscience, or for organized religious activities. The UW's policy, including more information about how to request an accommodation, is available at Religious Accommodations Policy (<https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/> (<https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/>)). Accommodations must be requested within the first two weeks of this course using the Religious Accommodations Request form (<https://registrar.washington.edu/students/religious-accommodations-request/> (<https://registrar.washington.edu/students/religious-accommodations-request/>)).

**Common Course Policies for the School of STEM:** See <https://www.uwb.edu/stem/about/stem-policies> (<https://www.uwb.edu/stem/about/stem-policies>) for additional information on Academic Integrity, Access and Accommodations, Classroom Emergency Preparedness, For Our Veterans, Grade of Incomplete, Inclement Weather, Parenting Resources, Respect for Diversity. Student Support Services, Wondering How to Address Faculty? etc. (P.S. I prefer to be addressed as 'Professor Pisan')

**Zoom Recordings:** This course is scheduled to run synchronously at your scheduled class time via Zoom. These Zoom class sessions will be recorded. The recording will capture the presenter's audio, video and computer screen. Student audio and video will be recorded if they share their computer audio and video during the recorded session. The recordings will only be accessible to students enrolled in the

course to review materials. These recordings will not be shared with or accessible to the public. The University and Zoom have FERPA-compliant agreements in place to protect the security and privacy of UW Zoom accounts. Students who do not wish to be recorded should: 1) Change their Zoom screen name to hide any personal identifying information such as their name or UW Net ID, and 2) Not share their computer audio or video during their Zoom sessions.

## Lecture Materials

# Topics

# Course Summary:

Date	Details	
Tue Apr 7, 2020	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5324671">Week Two - L1 In-Class Exercise</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5324671">https://canvas.uw.edu/courses/1387426/assignments/5324671</a> )	due by 6pm
	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5322759">I Have Completed Being an Online Student Activities</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5322759">https://canvas.uw.edu/courses/1387426/assignments/5322759</a> )	due by 11:59pm
	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5298525">Post on Discord</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5298525">https://canvas.uw.edu/courses/1387426/assignments/5298525</a> )	due by 11:59pm
	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5298528">Send Email</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5298528">https://canvas.uw.edu/courses/1387426/assignments/5298528</a> )	due by 11:59pm
Sun Apr 12, 2020	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5391334">Unity Basics</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5391334">https://canvas.uw.edu/courses/1387426/assignments/5391334</a> )	due by 11:59pm
	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5391560">Playground Challenge</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5391560">https://canvas.uw.edu/courses/1387426/assignments/5391560</a> )	due by 11:59pm
Sun Apr 19, 2020	 <a href="https://canvas.uw.edu/courses/1387426/assignments/5391560">Fun with the tools and the Hero</a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5391560">https://canvas.uw.edu/courses/1387426/assignments/5391560</a> )	due by 11:59pm
	 <a href="https://canvas.uw.edu/calendar?event_id=1516441&amp;include_contexts=course_1387426">CSS 385 A Sp 20: Introduction To Game Development</a> ( <a href="https://canvas.uw.edu/calendar?event_id=1516441&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar?event_id=1516441&amp;include_contexts=course_1387426</a> )	3:30pm to 5:30pm
	 <a href="https://canvas.uw.edu/calendar?event_id=1516456&amp;include_contexts=course_1387426">CSS 385 A Sp 20: Introduction To Game Development</a> ( <a href="https://canvas.uw.edu/calendar?event_id=1516456&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar?event_id=1516456&amp;include_contexts=course_1387426</a> )	3:30pm to 5:30pm
Thu Apr 23, 2020		

Date	Details
Tue Apr 28, 2020	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516442&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516442&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516457&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516457&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
Thu Apr 30, 2020	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516443&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516443&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516459&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516459&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
Sun May 3, 2020	 <b>Conceptual Prototype</b> <a href="https://canvas.uw.edu/courses/1387426/assignments/5437832">https://canvas.uw.edu/courses/1387426/assignments/5437832</a> due by 11:59pm
	 <b>Next Generation Hero</b> <a href="https://canvas.uw.edu/courses/1387426/assignments/5454038">https://canvas.uw.edu/courses/1387426/assignments/5454038</a> due by 11:59pm
Tue May 5, 2020	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516444&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516444&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516460&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516460&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
Thu May 7, 2020	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516445&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516445&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516462&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516462&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
Tue May 12, 2020	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516446&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516446&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	<b>CSS 385 A Sp 20: Introduction To Game Development</b>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516464&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516464&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
Wed May 13, 2020	 <b>USC Games Expo</b> <a href="https://canvas.uw.edu/courses/1387426/assignments/5481388">https://canvas.uw.edu/courses/1387426/assignments/5481388</a> due by 11:59pm

Date	Details
Thu May 14, 2020	<p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516447&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516447&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516466&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516466&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p>
Sun May 17, 2020	<p> <b>Digital Prototype</b>  <a href="https://canvas.uw.edu/courses/1387426/assignments/5425078">https://canvas.uw.edu/courses/1387426/assignments/5425078</a> due by 11:59pm</p>
Tue May 19, 2020	<p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516448&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516448&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516467&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516467&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p>
Thu May 21, 2020	<p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516449&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516449&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516468&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516468&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p>
Tue May 26, 2020	<p> <b>Alpha Playtest</b>  <a href="https://canvas.uw.edu/courses/1387426/assignments/5425079">https://canvas.uw.edu/courses/1387426/assignments/5425079</a> due by 3pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516450&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516450&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516469&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516469&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p>
Wed May 27, 2020	<p> <b>Alpha Playtesting Notes</b>  <a href="https://canvas.uw.edu/courses/1387426/assignments/5500266">https://canvas.uw.edu/courses/1387426/assignments/5500266</a> due by 11pm</p>
Thu May 28, 2020	<p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516451&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516451&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p> <p><b>CSS 385 A Sp 20: Introduction To Game Development</b>   (<a href="https://canvas.uw.edu/calendar?event_id=1516470&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar? event_id=1516470&amp;include_contexts=course_1387426</a>) 3:30pm to 5:30pm</p>

Date	Details
Tue Jun 2, 2020	 <a href="#"><u>Beta Playtest</u></a> <a href="https://canvas.uw.edu/courses/1387426/assignments/5425080">(https://canvas.uw.edu/courses/1387426/assignments/5425080)</a> due by 3pm
	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516452&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516452&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516471&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516471&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
Thu Jun 4, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516453&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516453&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516472&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516472&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
Tue Jun 9, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516454&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516454&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516473&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516473&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
Thu Jun 11, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516455&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516455&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
	 <a href="#"><u>Final Deliverables</u></a> <a href="https://canvas.uw.edu/courses/1387426/assignments/5298515">(https://canvas.uw.edu/courses/1387426/assignments/5298515)</a> due by 11:59pm
	 <a href="#"><u>Student Work Publication Form</u></a> <a href="https://canvas.uw.edu/courses/1387426/assignments/5520205">(https://canvas.uw.edu/courses/1387426/assignments/5520205)</a> due by 11:59pm
Tue Jun 16, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516458&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516458&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
Thu Jun 18, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516461&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516461&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm
Tue Jun 23, 2020	 <a href="#"><u>CSS 385 A Sp 20: Introduction To Game Development</u></a> <a href="https://canvas.uw.edu/calendar?event_id=1516477&amp;include_contexts=course_1387426">(https://canvas.uw.edu/calendar?event_id=1516477&amp;include_contexts=course_1387426)</a> 3:30pm to 5:30pm

Date	Details
Thu Jun 25, 2020	<a href="#"><b>CSS 385 A Sp 20: Introduction To Game Development</b></a>  ( <a href="https://canvas.uw.edu/calendar?event_id=1516465&amp;include_contexts=course_1387426">https://canvas.uw.edu/calendar?event_id=1516465&amp;include_contexts=course_1387426</a> ) 3:30pm to 5:30pm
	 <a href="#"><b>Week One - L1 In-Class Exercise</b></a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5322753">https://canvas.uw.edu/courses/1387426/assignments/5322753</a> )
	 <a href="#"><b>Week One - L2 In-Class Exercise</b></a> ( <a href="https://canvas.uw.edu/courses/1387426/assignments/5324655">https://canvas.uw.edu/courses/1387426/assignments/5324655</a> )