

CISC 3667: Game Design and Development

Section TY11

Tuesday 11:00 AM – 12:15 PM / Thursday 11:00 AM – 1:05 PM

Room: Ingersoll 3143

Instructor: Amara Auguste

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Webpage: <https://amaraauguste.github.io/>

Office Hours: Tuesdays from 1:00 PM - 2:00 PM, Room: IA-128

Course Webpage: <https://amaraauguste.github.io/courses/cisc3667.html>

Course Description

An introduction to game design and programming. Topics include analysis of existing games, game mechanics, social games. Game development using a game engine, including the use of assets and prefabs, movement, animations, audio, and data persistence. Multi-week individual and small group assignments in game design and development.

Course Structure

This course will be a mixture of game design content (lectures and short design activities) and game programming in Unity.

In general, **Tuesdays will focus on game design** and **Thursdays, on game development, with lecture and lab assignments in Unity**, but this structure is fluid and subject to change.

Please bring a laptop with you to class, **especially on Thursdays**, for game programming labs. *If you do not own a laptop, please speak to me at the beginning of the semester so that we can make alternative arrangements.*

Attendance

Classes will meet on **Tuesdays from 11:00 AM to 12:15 PM** and **Thursdays from 11:00 AM to 1:05 PM**.

There will be some class time devoted to group projects; attendance on those days (TBA) is mandatory.

This rule does not apply to absences due to religious observances, as described on page 72 of the Undergraduate Bulletin.

Textbook

- **None.** All required readings will be distributed through class notes and Brightspace.

Grading Policy

Students will receive a letter grade for the course according to the following score distribution established by CUNY:

<60	60-62	63-66	67-69	70-72	73-76	77-79	80-82	83-86	87-89	90-92	93+
F	D-	D	D+	C-	C	C+	B-	B	B+	A-	A

A grade of A+ will be granted for numerical grades of 97 or higher after all extra credit points you received are applied to the grade.

The course will be broken down into the following:

Assignments/Labs	30%
Midterm	35%
Final Exam	35%

Homework/Assignments

For full credit, assignments are expected on the due date.

Late assignments will receive partial credit (typically, 1/7 of the points are deducted per day late); **assignments will not be accepted after a week past the due date.** If there are pressing circumstances that warrant special consideration, please speak to me before the due date.

Exams must be taken by the date posted, unless other arrangements have been made. (Again, if there are pressing circumstances, please speak to me.)

Barring extenuating circumstances, assignment and exam grades are final; no opportunities for revisions and resubmissions will be given.

Brooklyn College Bereavement Policy

Students who experience the death of a loved one should refer to:

<http://www.brooklyn.cuny.edu/web/about/initiatives/policies/bereavement.php>

Brooklyn College Disability Policy

In order to receive disability-related academic accommodations students must first be registered with the Center for Student Disability Services. Students who have a documented disability or suspect they may have a disability are invited to set up an appointment with the Director of the Center for Student Disability Services, Ms. Valerie Stewart-Lovell at 718-951-5538. If you have already registered with the Center for Student Disability Services please provide your professor with the course accommodation form and discuss your specific accommodation with him/her.

CUNY Policy on Academic Integrity

“Academic Dishonesty is prohibited in the City University of New York and is punishable by penalties, including failing grades, suspension, and expulsion, as provided herein.”

-- CUNY Policy on Academic Integrity
-- Adopted by the Board of Trustees 6/28/2004

Please go to <http://www.brooklyn.cuny.edu/bc/policies/> for further information about:

- CUNY Policy on Academic Integrity
- BC Procedures for Implementing the CUNY Policy on Academic Integrity
- Flow Chart of the BC Procedures for Implementing the CUNY Policy on Academic Integrity.