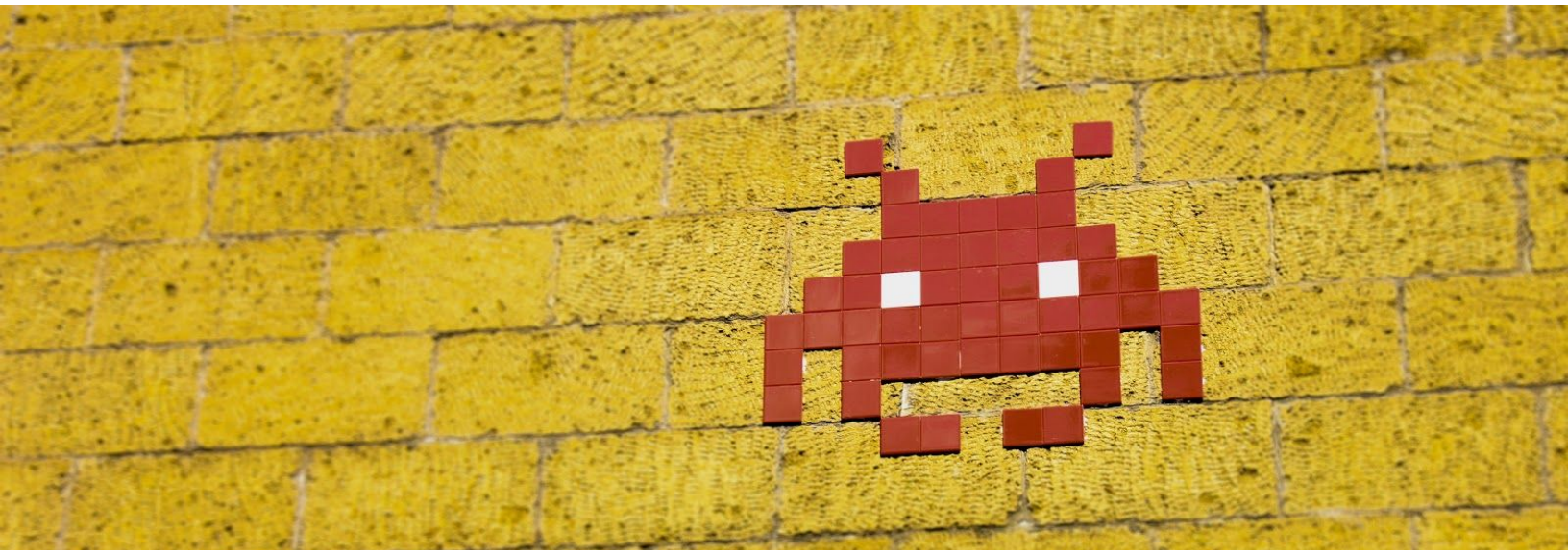
Game Programming

CS 321 / CS 617
Spring 2020



Hello!

My name is Carmine T. Guida and welcome to Game Programming! Games have existed for thousands of years and the advent of video games provides a new medium for expressing your creativity through programming.

What you build in this class will be unique to you!

This online course is similar to your other courses in that it has lectures (as videos), projects, due dates, and participation with other students. **Blackboard** is the hub of activity in this class.

Check Blackboard frequently and look for announcements to see what is going on each week.

Email me cguida@pace.edu with any comments, questions or concerns. Always use your @pace.edu email address.

What will I learn and be able to do by the end of this course?

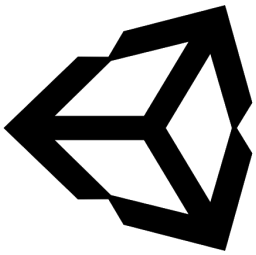
You will be able to create simple 2D and 3D games. You will learn about vectors, coordinate systems, sprites, models, collisions, physics, lighting, audio and creating your own behaviors through scripting in C#. You will also gain familiarity with the Unity game engine.

Is there a textbook for this course?

There is no textbook for this course. All instruction is through the course videos and Blackboard.

What kind of computer and software do I need?

You need to use either a Mac or Windows computer. You do not need a powerful machine as we are not writing anything super complicated. We will be using the Unity game engine. You can use the personal edition for free:



https://unity.com/

What is the schedule of topics each week?

This list might change a bit throughout the semester. The schedule for each week is as follows:

Introduction	Intro to 3D
Game Objects and Components	3D Physics and Spawning
Input and UI	Game Controllers
Scenes, Building and Deploying	Cameras and Lighting
2D Physics	Prototyping, Polishing and Playtesting
Tiles and Tilemaps	3D Audio and Player Preferences
2D Audio	Multiplayer

How does the grading work in this class?

Your grade is based on the following:

Participation/Project Reflections:	5%
Midterm Exam:	10%
Final Exam:	10%
Projects (5):	60%
Final Project:	15%

There is no Extra Credit in this course and the grades are **not curved.**

Grading for **Undergraduate** (CS321):

93 - 100	A	73 - 76	C
90 - 92	A-	70 - 72	C-
87 - 89	B+	67 - 69	D+
83 - 86	B	63 - 66	D
80 - 82	B-	60 - 62	D-
77 - 79	C+	0 - 59	F

Grading for **Graduate** (CS617):

93 - 100	A	70 - 76	C
90 - 92	A-	0 - 69	F
87 - 89	B+		
83 - 86	B		
80 - 82	B-		
77 - 79	C+		

Participation?

You are **required** to post in the discussion boards as part of your grade. You will discuss various topics, write a reflection for each project and share itch.io links to your games. Discussions are meant to be timely and will be **locked after 1 week**.

If you have not yet done so, signup for a free account at itch.io. It's a website for hosting games playable inside a web browser.

https://itch.io/

What are the due dates and how are projects submitted?

Look at Blackboard now! You absolutely want to **get started early** and **not wait until the last minute**.

You must submit your entire Unity project (this is your assets, code, etc.) by the due date as a .zip (or link to a .zip) file to Blackboard in the Assignments area.

Due by 11:59pm means your project was successfully uploaded by that time. Start uploading your project at least an hour before the deadline to avoid a point deduction. **Projects received 1 minute late are considered late**.

If there are any issues with uploading your project, you must **email me before the due date**. While I check email regularly. **Do not expect a response over the weekend or close to deadlines**. Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 3 days**.

How do we take an exam in this online course?

Instead of in-person exams, you will take the exams on Blackboard. They will be released typically on Monday and you will have until Friday to complete them. **Make sure you have a good Internet connection** before starting an exam!

Academic Integrity

This is a programming class, all code must be your own. Following a youtube tutorial and typing in the code is not your code, that is someone else's code. Using a script included in a package from the Unity asset store is forbidden. Any use of code that is not your own will result in a grade of 0 and an academic integrity violation. "Student's Choice" is the only team project. Students are responsible for being familiar with the Academic Integrity Code:

https://www.pace.edu/student-handbook/university-policies-disciplinary-and-grievance-procedures

Continuity Plan

In the event of a major campus emergency, course requirements, deadlines and grading percentages are subject to change when necessitated by revised course delivery, semester calendar or other circumstances. Information will be communicated online. If the course is not able to meet face-to-face, students should immediately read any announcements and/or alternative assignment. Students are also encouraged to continue the readings and assignments as outlined on this syllabus or subsequent syllabi.

Accomodations

Procedure for Students with Disabilities Who Wish to Obtain Reasonable Accommodations for a Course: The University's commitment to equal educational opportunities for students with disabilities includes providing reasonable accommodations for the needs of students with disabilities. To request a reasonable accommodation for a qualified disability a student with a disability must self-identify and register with the Office of Disability Services for his or her campus. No one, including faculty, is authorized to evaluate the need for or grant a request for an accommodation except the Office of Disability Services. Moreover, no one, including faculty, is authorized to contact the Office of Disability Services on behalf of a student. For further information, please see Resources for Students with Disabilities at:

http://www.pace.edu/counseling-center/resources-students-disabilities