COLEMAN UNIVERSITY

San Diego, CA

Course Syllabus

COM293 Game Programming Capstone

COURSE DESCRIPTION

The comprehensive capstone project will require students to work cooperatively to design and implement a game. Students will apply the concepts of game architecture and design acquired in previous classes to create at least one level of a comprehensive game which will include opening, game play, credits, and documentation, project will require students to work cooperatively in designing and implementing their own game.

GENERAL COURSE INFORMATION

Number of Units / Weeks	8/10
# Hours Lecture / # Hours Laboratory	60/40/120
Prerequisite(s)	COM 233, DSN 263
Course Developer(s)	John Ramos, B.S.
Date Approved / Last Review	March 2010 / August 2104

LEARNING OUTCOMES

Upon successful completion of the course, students will be able to:

- Identify goals and apply best practices in the design and implementation of a comprehensive game
- Work cooperatively in a team environment to design and implement at least one level of a comprehensive game
- Develop and publish appropriate documentation for all aspects of the Game Design and Implementation cycle
- Incorporate appropriate opening, gameplay, and credits for a comprehensive game

INSTRUCTIONAL METHODS EMPLOYED IN THIS COURSE

A number of instructional/learning methods are employed in this course, including the following:

- Lecture and Reading Assignments
- Hands-on Exercises and Labs
- Practical application of theory and skills in authentic Programming Projects
- Build on prior knowledge and experience of students to enhance richness of class activities
- Research
- Team Environment

INFORMATION RESOURCES FOR THIS COURSE

Textbook

Rollings, Andrew and David Morris. Game Architecture and Design. Berkeley: New Riders, 2004. ISBN: 9780735713635

Other Materials

Coleman College. The College Writer's Guide. San Diego: Coleman College, 2009.

Visual Studio 2008 C#Express
http://www.microsoft.com/express/Downloads/
Retrieved on April 7, 2010

Web Site Readings

TBD

COURSE OUTLINE

WEEK	*TOPIC*	*READING*	*PROJECT ASSIGNED*
1	Current Development Methods Methods of Team Management	Chapters 16 & 9	Read Chapters 9 & 16 40 pages: 4.0 hours **Evaluation**: Design Document / Midterm Development Document Project, 25 hours **Evaluation**: graded, 20 points Capstone Project, 100 hours **Evaluation**: graded, 40 points

WEEK	***TOPIC***	***READING***	***PROJECT ASSIGNED***
2	Roles and Divisions Initial Design The Software Factory	Chapters 10, 17 & 11	Read Chapters 10, 11 & 17 100 pages: 10 hours **Evaluation**: Design Document / Midterm
3	Building Blocks Milestones and Deadlines	Chapters 19 & 12	Read Chapters 12 & 19 87 pages: 8.7 hours **Evaluation**: Design Document / Midterm
4	Use of Technology Procedures and "Process" Initial Architecture Design	Chapters 18, 13 & 20	Read Chapters 13, 18 & 20 110 pages: 11 hours **Evaluation**: Design Document / Midterm
5	Troubleshooting Development	Chapters 14 & 21	Read Chapters 14 & 21 91 pages: 9.1 hours **Evaluation**: Design Document / Final Capstone Design Project, 1 hour **Evaluation**: graded, 5 points Midterm Exam
6	Run-Up to Release Postmortem	Chapters 22 & 23	Read Chapters 22 & 23 58 pages: 5.8 hours **Evaluation**: Final
7	Future of Industry Future of Game Development	Chapters 15 & 24	Read Chapters 15 & 24 56 pages: 5.6 hours **Evaluation**: Final
8	Capstone Project		
9	Finalize Capstone Project		
10	Program Wrap-Up		Final Exam

Total hours of required reading:		54.2 hours
Total hours Program sets	126 hours – 40 hours lab =	86 hours
Total hours of out-of-class activities:		140.2 hours

Your Grades for this Course

Your final grade for this course will be based on an assessment by the Instructor of your performance on a number of course activities, which may include objective tests, classroom exercises, laboratory demonstrations, project papers, or other types of activities. The chart below indicates in what activities you will engage, how many possible points can be earned for each activity, and the percentage of your final grade that will be accounted for by each activity.
Students in this course should be graded following Coleman University assessment practices and policies. A point system is used in the University to indicate student performance on various required activities or projects. For this course, it is recommended that points be distributed as follows:

Coleman University Grade Assignment Policy:

Percent	Letter Grade	Grade Points
94-100	A	4
90-93	A-	3.67
87-89	B+	3.33
84-86	B	3
80-83	B-	2.67
77-79	C+	2.33
74-76	C	2
70-73	C-	1.67
67-69	D+	1.33
64-66	D	1
60-63	D-	0.67
N/A	INC	0
N/A	W	0
60 or above	CR	0
59 or below	NC	0
N/A	I	0
N/A	W	0
N/A	AU	0
N/A	TR	0
N/A	WV	0

Legend

CR = Credit	NC = No Credit
I = Incomplete	W = Course Withdrawal
AU = Audit	TR = Transfer Credit
WV = Waiver	

Academic Accommodation / Adjustment Policy:

In accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), Coleman University offers accommodations to students with documented physical, psychological, and/or cognitive disabilities. Coleman University will adhere to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to offer equal educational opportunities to qualified disabled individuals.

To qualify for an academic accommodation under ADA, the student must provide adequate documentation of a disability. Students seeking academic accommodations should contact the campus ADA Coordinator at 858-966-3953 or via email at ada@coleman.edu. The ADA Coordinator will review the documentation provided and verify ADA coverage. Students covered under ADA must meet with the ADA Coordinator at the beginning of every term to determine the appropriate academic accommodations. Failing to meet with the ADA Coordinator at the beginning of every term may impact the availability of accommodations.

After the academic accommodations have been determined, the students' instructors will be notified by the ADA Coordinator. If any problems or concerns regarding the provision of accommodations occur, the student must inform the ADA Coordinator. If the student feels accommodation is not being made appropriately, the student may follow the published Student Grievance Procedures.