intro

1 Intro

9:30am - 10:45am

1. How are you guys doing?

2. I am Dr. Benjamin Mood

3. a little about me: I did my undergrad here, graduating in 2010. I did part of my graduate work at the university of Oregon and part at the University of Florida, graduating from UF in spring 2016.

4. What are you guys looking forward to most this semseter?

5. I was a student here

6. attendence, let me know if i am not pronouncing your names right. And when i call on you, let me know "what is your favorate food?"

7. anyone i did not call?

8. two pieces of advice. 1. don't stay in rooms. 2. In the bible classes, many of you will be learning a different viewpoint about the bible from what you are used to. my door is always open if you find it challanging to your faith and you want to discuss it.

9. syllabus - highlight office hours, math placement exam, homework (no unexcused late work), no cell phones

10. Here is how the class with be run

    (a) TR we will have lectures for about the first half of the semester. Sometimes we might start with something fun.
    (b) There will be at least one lecture on Unity
    (c) I will sometimes have work in 2's or 3's with the people sitting around you.
    (d) I will be assigning project teams pretty soon. They will be composed of the number of people +1 that i forsee will be needed for each project. After i explain each project please let me know if you have a preference.
    (e) Project:
    (f) I am interested in techniques for non-violent and Christian video games, that will be fun and not addictive. So your projects will be exploring some of my ideas, but not all of them are 100% created so you will have some chances to add in your own ideas into the mix. Generally speaking, these ideas are based on my attempts to take games I played growing into something less violent.

(g) Each team will have a different project, created in Unity so you do not have to worry about things like 3d graphics algorithms. and You won't be graded on things like the graphics other than there should be some distiction between objects in the game. More on that later.

(h) You don't have to build out your team's game into a full game. but You have to put in places the systems that will allow it to be built out in the future. i.e. here is what i mean, you don't have to create a full game with 25 levels, but you have to have a couple to demonstrate multiple levels.

(i) Team 1: Side scroller megaman game. 5 people.

(j) Team 2: Stratagy simulation game. 4 people.

(k) Team 3: 3d adventure game. 6 people.

(l) Team 4: Puzzle based RPG. 4 people. I.e. rather than have "battles" in the RPG, the player will face puzzles.