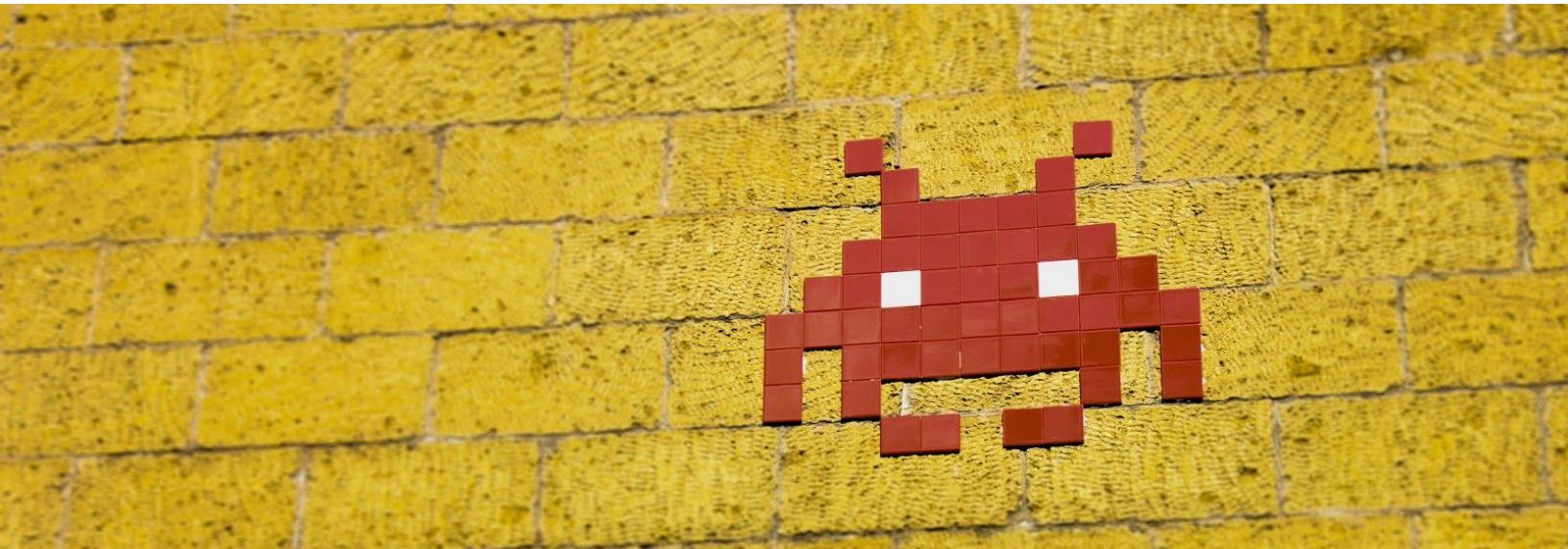# Game Development for Everyone!

Pace University: Seidenberg Summer Scholars 2020 - Online

Hello!

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!

We created this course with incoming students in mind. No prior programming experience is needed. Over the course of 2 weeks, you will learn some of the basics of programming while making two simple games to get your portfolio started.

This is an *entirely online* course. There will be weekly videos and live seminars with the Professor. Students will also use the discussion board to engage with other students about various topics in game programming as well as reflect on their projects for this course.

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

You will be able to create simple 2D 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.

What is the schedule of topics each week?

This list might change a bit depending on timing. The goal is to create 2 small games over 2 weeks.

Week 1:

Installing Unity, Introduction to Programming, Game Objects and Components Input and UI, 2D Physics, Scenes, Building and Deploying, Create Game #1

Week 2:

Team Formation, Sprite Sheets, Tiles and Tilemaps, Simple Animation Basic Game AI, Moving Platforms, Special Topic, Create Game #2

Is there a textbook for this course?

There is no textbook for this course. All instruction is through the course videos and Blackboard. There will also be live seminars by the Professor.

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/
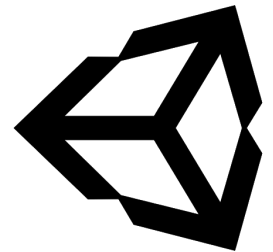
How does the grading work in this class?

Your grade is based on the following:

Participation/Project Reflections: 15%
Game Project 1:   35%
Game Project 2:   50%

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Academic Integrity Code

The Academic Integrity Code supports honesty and ethical conduct in the educational process. It educates students about what constitutes academic misconduct, helps to deter cheating and plagiarism, and provides a procedure for handling cases of academic misconduct. Students are expected to be familiar with the Code, which can be found under "University Policies" in the [Student Handbook](#).

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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.

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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