

Game Studio 程序代写代做 CS编程辅导 Syllabus

- Reading assignments are always due before the class that they are.
- Tasks and assignments are always due the week after they are assigned.



High-Level Outline of the Class:

- You will take 2 weeks to become familiar with a large-scale game project and the tools and processes being used to develop it.
- You will spend 10 weeks contributing to the ongoing development of the project.
- You will spend 1 week documenting the ways you have evolved the processes for your discipline in the onboarding document.
- Throughout the semester you will listen to short lectures by professional developers from across the industry.
- We will spend time in each class talking about different development practices and tools currently used in the industry.
- You will continue to adapt these tools and incorporate them into our project.

WeChat: cstutorcs

Assignment Project Exam Help

Email: tutorcs@163.com

QQ: 749389476

<https://tutorcs.com>

Fall 2023

Wednesday 6 p.m. - 9:30 p.m.

Classroom: Shillman Hall 220

Game Studio Lab: Meserve 168

Immersive Media Lab

Professor's Office: ???

Course Roster and Required Documents:

Class Discord Server: <https://discord.gg/fBBanPCHr>Links to an external site.

Important Documents

Class

Slides: <https://docs.google.com/presentation/d/11hkBU5SkMqglAFw2No0dyEACPFKggTSg25epHOTN> [Link to an external site.](#)

Studio Google

Drive: <https://drive.google.com/folders/1DNWh01DRdpJFc2xaja1tcE0lhQ61HkFo> [Link to an external site.](#)

Jira Project Board

of Me: <https://games-at-northeastern-studio.atlassian.net/projects/GS/boards/2> [Link to an external site.](#)



- FallTeamOne
GamesAtNortheasternStudio: GameStudioNEUTeam1@gmail.com Atlas2023
- FallTeamTwo
GamesAtNortheasternStudio: GameStudioNEUTeam2@gmail.com Atlas2023
- FallTeamThree
GamesAtNortheasternStudio: GameStudioNEUTeam3@gmail.com Atlas2023
- FallTeamFour
GamesAtNortheasternStudio: GameStudioNEUTeam4@gmail.com Atlas2023
- FallTeamFive
GamesAtNortheasternStudio: GameStudioNEUTeam5@gmail.com Atlas2023
- FallTeamSix
GamesAtNortheasternStudio: GameStudioNEUTeam6@gmail.com Atlas2023
- FallTeamSeven
GamesAtNortheasternStudio: GameStudioNEUTeam7@gmail.com Atlas2023
- FallTeamEight
GamesAtNortheasternStudio: GameStudioNEUTeam8@gmail.com Atlas2023

Legacy Onboarding Document: <https://docs.google.com/document/d/1hiS5H8-OFMtjMvkiXfrWBHJkJ-7tkkhZdlf9LeM-TAL> [Link to an external site.](#)

Legacy Design Document: <https://docs.google.com/document/d/1QPNTcuVJHbiU-Q9HwIZaTfBo3dk995XYNPU64oN0EOQL> [Link to an external site.](#)

Legacy Trello Task

Board: <https://trello.com/invite/b/VeCOAzNc/71219d3b58c4fa420d7d14d76c8e0a9c/game-studio-tasks>

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Instructor:

Christopher Barney

Associate Professor

Northeastern University

Email:

c.barney@northeastern.edu

Ryha2000@gmail.com (Personal email, use if you need me on a weekend or after the end of the semester)



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Intended Learning Outcome:

After the course students should be able to:

- Understand the structure of a game design studio
- Identify the different roles found in a game studio and which they can or want to be able to fulfill.
- Implement level design using selected tools. (Unity)
- Use Version Control tools: Git
- Use Project Planning (Agile/Scrum) tools: Trello, Jira
- Fulfill the role of Scrum Master
- Communicate within and between teams
- Assess the effects of the design on players.

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Teaching Method:

The course will consist of:

- In class Lectures
- Industry Lectures
- In class assignments
- Sprint Task assignments

Text Book: None

Recommended: *Pattern Languages for Game Design* - Chris Barney <https://patternlanguageforgamedesign.com/>

Recommended: Art of Game Design

Recommended: 2020 Scrum Guide: <https://scrumguides.org/download.html> *Links to an external site.*

READINGS ARE DUE 1 DAY BEFORE THE CLASS IN WHICH THEY ARE LISTED

RECORDED INDUSTRY TUTORCS BE WATCHED BEFORE CLASS



Evaluation:

Industry Lecture Responses (10%)

Individual Assignments (25%)

Individual and Team Sprint Tasks (40%)

Team / Group Participation (10%)

Class Participation (15%)

Note on Participation: Participation refers to in class attendance and participation, but it also includes the following:

- Completion of at least 10 'Story Points' of work per week. (You have individual assignments and will be graded on them, but failing to do your work affects your teammates and that will lower your participation score.)
- Attendance of agreed-upon group meetings outside of class time.
- Helping and supporting your teammates and classmates.
- Treating your teammates and classmates in a respectful and supportive way.
- Treating the professor, any TAs, or external collaborators in a respectful and supporting way.

Any failure to follow the above guidelines may result in a loss of points in participation, up to and including the full 15% of your grade. So be kind to each other and lift each other up.

Software Required:

- Unity
- Canvas
- Zoom

- Google Docs
- Discord
- Jira / Trello
- Git

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Class Conduct:

Zoom Etiquette: Camera must be on unless speaking.

Cell phones and Texting: Cell phones, or texting is permitted.

Social Networking: social networking is not allowed unless specified by the instructor.

Late: Don't be late (more than 5 minutes is considered late). Every class you are late without permission will result in a deduction of 2% from your grade.

Attendance: Attendance is required. Absence without a pressing and convincing excuse will result in a deduction from your grade.

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Disability:

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If you have a disability-related need for reasonable academic accommodations in this course and have not yet met with a Disability Specialist, please visit www.northeastern.edu/drc and follow the outlined procedure to request services.

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If the Disability Resource Center has formally approved you for academic accommodation in this class, please present the instructor with your "Professor Notification Letter" during the first week of the semester, so that we can address your specific needs as early as possible.

Participation in TRACE:

TRACE (Teacher Rating and Course Evaluation) is a required part of every course. Your participation is needed and encouraged as it is one way to enhance the quality of the course. Your voice matters.

Class 1: Overview / Structure

Welcome to the Games@Northeastern:Studio

- Who am I

- Who is your TA?
- Who else is working on this project?

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Lecture: Orientation

- What is eastern:Studio
- What is
- How is it different from what you usually do in school?



Industry Lecture: Systems Design (Mathew More)

Classroom Activity

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Your Developer Profile:

- Select your Primary Discipline
- Select your Secondary Discipline
- Select a discipline that you want to learn more about
- Rate your experience in each discipline (1-5) Beware Dunning-Kruger

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Coursework:

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On the Pattern Library Website: Read the Game Design Patterns listed in the Onboarding Document

Tools config:

<https://tutorcs.com>

- Canvas
- Trello
- Git
- Unity
- Google Docs
- [Pattern Library Website](#)[Links to an external site.](#)

- Submit at least one question per tool in Canvas

Class 2: Onboarding, VC, Content/Narrative Design

Lecture: Version Control

- Why version control?
- How version control?

- When version control?

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Industry Lecture: Production (Ji-Ling Pan / Colin Friday / Envy Seekly / Josh Kohn)

Classroom Activity:

- Check out 'What Remains of Me' from the Git Repo

Coursework:

Project Document:

- Read: How to use the document
- Read: general sections
- Read: section for your primary discipline

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- Submit one or more questions about the documentation in Canvas

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Class 3: Project Management

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Lecture: Agile/Scrum

- What is waterfall development?
- What is Agile/Scrum?
- How are we adapting Agile?
- Tasks vs tickets
- What is Trello and how do we use it?

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Industry Lecture: Narrative Design (Ashley Ruhl / Heidi McDonald)

Classroom Activity:

- Creating and assessing tasks
- Create your own Trello board, and create tasks for the work you have to do in any class or other area of your life for this week.
- Assess the story points for your task.
- Trade tasks with a teammate. Assess whether you could do the task based on their description and whether you agree with their story point number.

Coursework:

Project documentation

- Read the section for your secondary discipline

- Submit one or more questions about the documentation in Canvas

Trello

- the backlog that are related to your primary or line

- Submit : on per task in Canvas



Class 4: QA and First Sprint

Lecture: Quality Assurance and Task Review

Industry Lecture: QA (Sarah Hope Scoggins / Mathew More)

Classroom Activity: Sprint Kickoff

- - Break into Scrum Teams of 5 students. These are cross-disciplinary and may not relate to the work you are individually doing.
 - Work with your team to break down the 13-point stub task assigned to your team into claimable tasks.
 - Each team member will select 5 story points of tasks from the sprint backlog. Select tasks that are in some way related if possible.

Coursework: Project Documentation And Sprint Tasks

- Read the section of the onboarding document for a third discipline
- Meet with your Scrum team in the Studio Lab (ME 168) before class next week. Perform your Sprint Review/Retrospective.
- In Canvas, submit a list of the tasks you have completed or worked on and have not completed this sprint. Include the number of story points for the task and if you did not complete it, describe the thing that blocked your progress.

Class 5: Game Engines

Lecture: Game Engines and other Tools in the industry

- History of game engines

- Current major players
- Why you should probably use Unity rather than Unreal as a student
- Unity Plug-ins
- Engines



- Dreams
- RPGMaker

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Industry Lecture: Games for Social Impact (Robert Brennan-Adams)

Classroom Activity: Iterating on Team and Discipline Process

- Break into your teams.
- If you have not completed your Sprint Review and Sprint Retrospective do those.
- If any tasks taken by your group members are not in the Done Column, either:


- Finish the task review and move the task to Done
- Mark the amount of work done on the task in Trello and move the task back to the Current Sprint Column.
- As a team post to the sprint review Discord Chanel summarizing the work completed by your team. Link to individual tasks.

- Each team will send the facilitator forward to present the team's work for the sprint. (2 Minutes or less each)
- As a class, we will discuss the positive and negative reports from the Retrospective meetings.
- We will move to our Discipline teams and discuss how to implement changes to address the things we learned in the retrospective.
- Disciplines will use the new Task GoogleForm to enter any new tasks that are needed.
- Select a new Team Facilitator if you have not already.
- Return to your teams and conduct your Sprint Planning Meeting resulting in claiming new tasks for the upcoming sprint.

Coursework:

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- Remember your Retrospective identifying the things that worked or failed this sprint and try to implement the suggestions this sprint.

-  at least 5 story points of tasks per student for t. Select tasks that are in some way related if

- Scrum team in the Studio Lab before class next your Sprint Review/Retrospective for this sprint.

- In Canvas, submit a list of the tasks you have completed or worked on and have not completed this sprint. Include the number of story points for the task and if you did not complete it, describe the thing that blocked your progress.

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Class 6: Game Design Patterns

Lecture: Game Design Patterns Email: tutorcs@163.com

Industry Lecture: Level Design on Mobile (Norma Tu) / Content Design (Mathew More)

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Classroom Activity:

- <https://tutorcs.com>
- Close Sprint 2 (30 min)
- Meet Briefly with your **Team** to discuss the focus of your next sprint (15 min)
- Meet with your **Discipline** to Share team focus and create necessary tasks. (30 min)
- Meet with your **Team** to select tasks for Sprint 3. (15 min)
- Game Design Pattern Exercise (2 hr)

Coursework:

- As a team post to the sprint review Discord Chanel summarizing the work completed by your team. Link to individual tasks.
- The Team Facilitator for the week will present their team's work in 2 minutes or less.
- Remember your Retrospective identifying the things that worked or failed this sprint and try to implement the suggestions this sprint.

- Teams will select at least 5 story points of tasks per student for this week's sprint. Select tasks that are in some way related if possible.

- Scrum team in the Studio Lab before class next week for our Sprint Review/Retrospective for this sprint.

- In Canvas, create a new entry for the tasks you have completed or worked on and include the number of story points for the task and if you were blocked, describe the thing that blocked your progress.



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Class 7: Audience and Community

Lecture: Identifying, Finding, and Building Audience

Industry Lecture: Community Management (Catherine Lavaitis)

Classroom Activity: Audience Search

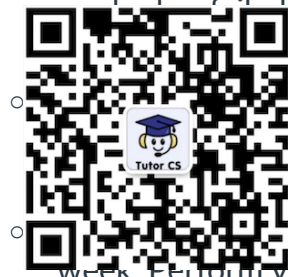
- Individually consider who the audience for What Remains of Me is.
 - Do you think that this audience fits the genre/game?
 - Where would you go to connect with this audience?
 - Design a message/piece of media to connect with this audience.
 - What does the audience need to know before launching of the game?
 - What does the audience need to know at the launch of the game?
- What does the audience need to know after the launch of the game?
- Do you think that there will be a community for the game after launch?
- What is the purpose of that community, and what do they gain from the game and from the community?
- What tools/structure do you need to provide for the community?
- Answer these questions individually and then discuss them with your group.

Coursework:

- As a team post to the sprint review Discord Chanel summarizing the work completed by your team. Link to individual tasks.

- The Team Facilitator for the week will present their team's work in 2 minutes or less.

- Remember your Retrospective identifying the things that this sprint and try to implement the suggestions



- at least 5 story points of tasks per student for t. Select tasks that are in some way related if

- Scrum team in the Studio Lab before class next week. Perform your Sprint Review/Retrospective for this sprint.

- In Canvas, submit a list of the tasks you have completed or worked on and not completed this sprint. Include the number of story points for the task and if you did not complete it describe the thing that blocked your progress

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Class 8: Studio Art

Lecture: Working with Artists / Working with other Devs.

Industry Lecture: Art / 3D Character Art / VFX (Hadidjah Chamberlin-Huffman / Brian Choi)

Classroom Activity:

- Each group: find an artist if you don't have one in your group already. This may result in larger groups.
- Choose a level from the game design of What Remains of me.
- Identify what art assets are already specified for that level.
- Consider whether other assets will be needed. Include things like concept art, level design sketches, character/enemy concept art, and final pixel art assets.
- Individually pick at least one art asset and create a description to hand off to an artist.
- As a group, review as many of your art descriptions as possible and revise them as needed to make them useful enough for the artist to create the art you requested.
- Normal sprint 'rituals' Sprint Review/Sprint Planning
- Nominate a team member or discipline member for the Product Owner Team.

Coursework:

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- As a team post to the sprint review Discord Chanel summarizing the work completed by your team. Link to individual tasks.
- Moderator for the week will present their team's work.
- Retrospective identifying the things that this sprint and try to implement the suggestions
- Teams will select at least 5 story points of tasks per student for this week's sprint. Select tasks that are in some way related if possible.
- Meet with your Scrum team in the Studio Lab before class next week. Perform your Sprint Review/Retrospective for this sprint.



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Class 9: User Experience

Lecture: Connecting Audience and Intended Experience <https://tutorcs.com>

Industry Lecture: UX (Jenifer Ash)

Classroom Activity: ~~User Experience Assessment~~ Epics and Features!

- ~~Individually consider the overall User Experience of What Remains of Me. Write a one-paragraph description of that experience.~~
- ~~As a group compare your descriptions.~~
- ~~As a group pick a level. Consider the intended experience of the level.~~
- ~~Break that experience down to narrative and gameplay beats. Describe the level experience and the individual beat experiences.~~
- ~~Do you think the level will create the intended experience? (For you, for the intended audience?) (Spoiler: Most likely it will not.)~~
- ~~What could you change about the level design to make it more likely to create the intended experience? (Unified Design)~~
- In order to help out the new Product Owners group we will all be looking at the game as a whole and trying to break it down into 'Epics' and 'Features'.
- Take 15 minutes as a group and try to break the game down into Epics.

- You will not complete this process, and that's fine, just look for as many Epics as you can find.

- Take 10 minutes to select 1 Epic and write a description.
- Take 15 minutes to select 1 Epic and consider that Epic.
 - Are there any features that are part of that Epic?
 - Select at least 10 or as many as you can fit into 15 minutes.
- Take 20 minutes to write detailed descriptions for as many features as you can.



Coursework:

WeChat: cstutorcs

- As a team post to the sprint review Discord Channel summarizing the work completed by your team. Link to individual tasks.
- The Team Facilitator for the week will present their team's work in 2 minutes or less.
- Remember your Retrospective identifying the things that worked or failed this sprint and try to implement the suggestions this sprint.
- Teams will select at least 5 story points of tasks per student for this week's sprint. Select tasks that are in some way related if possible.
- Meet with your Scrum team in the Studio Lab before class next week. Perform your Sprint Review/Retrospective for this sprint.

- In Canvas, submit a list of the tasks you have completed or worked on and not completed this sprint. Include the number of story points for the task and if you did not complete it describe the thing that blocked your progress

Class 10: Implementing Narrative

Lecture: Conveying in-game narrative

Industry Lecture: Cinematic Design (Ashley Ruhl)

Classroom Activity:

- Consider the narrative for an individual chapter/level of What Remains of Me

- As a Group for each piece of information in the description of the level/chapter describe how that information is conveyed to the player. Decide whether you are using gameplay, dialogue, cutscene, interstitial text, environment, or included narrative, etc.
- For each piece of information rate how important it is to the narrative on a scale of 1-5.
- For each piece of information rate how difficult it is to implement into the game in 1-5.
- Can you combine multiple pieces of information into single conveyance instances? (Eg. show more than one thing in a cutscene/encounter etc.)



Coursework:

WeChat: cstutorcs

- As a team post to the sprint review Discord Chanel summarizing the work completed by your team. Link to individual tasks.
- The Team Facilitator for the week will present their team's work in 2 minutes or less.

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- Remember your Retrospective identifying the things that worked or failed this sprint and try to implement the suggestions this sprint.
- Teams will select at least 5 story points of tasks per student for this week's sprint. Select tasks that are in some way related if possible.

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- Meet with your Scrum team in the Studio Lab before class next week. Perform your Sprint Review/Retrospective for this sprint.

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- In Canvas, submit a list of the tasks you have completed or worked on and not completed this sprint. Include the number of story points for the task and if you did not complete it describe the thing that blocked your progress

Class 11: Learning and Tutorials

Lecture: Meaning in games, transference

Industry Lecture: Learning Games (Ruben Brennan-Adams)

Classroom Activity:

- Individually pick a mechanic from What Remains of Me
- Design the tutorial/learning method for that mechanic
- What is the larger abstract meaning of that mechanic?

- Do you want the player to transfer that learning outside the game?
- How can you alter the learning method to better accomplish that?
- Review the work of at least of one of your teammates.

Coursework:



- to the sprint review Discord Chanel summarizing created by your team. Link to individual tasks.
- The sprint review for the week will present their team's work.
- Remember your Retrospective identifying the things that worked or failed this sprint and try to implement the suggestions this sprint.
- Teams will select at least 5 story points of tasks per student for this week's sprint. Select tasks that are in some way related if possible.
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Class 12

Lecture: Project Management and Planning

Industry Lecture: Design Ops (Mathew More)

Classroom Activity:

- **Before Class:** Read a chapter or article about studio structure. Recommended: Game Development Essentials Chapter 10. Pro-Tip, have different team members read different articles.
- We have been developing as a studio using a particular structure for a few months now. Work as a group to describe and document the studio's current structure.
- Reflect on how the reality of this structure differs from what you read in the Onboarding Document. Why do you think each difference exists?

- How does the structure we have been using differ from those you read about?
- Why does each difference exist?
- How would you change our current structure to work more effectively or efficiently?
- In Canvas, submit actions and responses to the above prompts.

Coursework:



- Post to the sprint review Discord Channel summarizing the work completed by your team. Link to individual tasks.
- The Team Facilitator for the week will present their team's work in 2 minutes or less.
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Class 13

Lecture: Metrics, Instrumentation, and Data Analysis

Industry Lecture: User Research (Jenifer Ash)

Classroom Activity:

- Choose at least one feature or level that your team worked on.
- Make a list of the useful things that you could instrument to gather gameplay data.
- Pick the most important and implement it!
- If you are able to do that before the class is over choose another and repeat till the end of class.

Coursework:

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Class 14

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Lecture: Organizational Structure, Management and Leadership

Industry Lecture: Indie Studio Management / Game Design Leadership (Mathew More / Jenifer Ash)

Classroom Activity:

- Break into your Disciplines and work with the other members of your Discipline to revisit your discipline's section in the onboarding document.

Coursework:

- Create a final build of What Remains of Me for the semester.
- Prepare an Itch.io page for the build.
- Create a promotional sheet/poster for the game as it stands.
- Create a sheet listing all notable features of the game as it stands.
- Record a gameplay video of the existing content of the game.
- Capture 20 screenshots across all aspects of the game.

Industry Lecturers: 程序代写代做 CS编程辅导

- Ji-Ling Pan: ?
- Anders I. Design
- Riley Ha
- Ashley F. Design/Cinematic Design - BioWare, SWtOR
- Robert J. Encounter Design
- Ruben E. Games for Social Impact/Learning
- Norma T. Design on Mobile - Jam City / Indie
- Colin Friday: Production ??
- Envy Seekly: Production ??
- Brian Choi: 3D Character Art - ??
- Catherine Lavaitis: Community Management
- Mathew More: Systems Design / Design Ops / Content Design / Indie Studio Management / QA - Disney Interactive / ArenaNet / Microsoft Game Studio
- Sarah Hope Scoggins: QA / Production
- Josh Kohn: Production
- Jenifer Ash: UX, User Research, game design leadership - Bungie
- Hadidjah Chamberlin-Huffman: VFX/Art
- Natasha Lee: ???
- Heidi McDonald: Narrative



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Disciplines:

1. Systems Design (2) / Encounter Design
2. Content Design / Narrative Design (2)
3. Level Design on Mobile
4. Art / 3D Character Art / VFX
5. Games for Social Impact
6. Production (4)
7. Community Management
8. QA (2)
9. UX
10. Cinematic Design
11. Learning Games
12. Design Ops
13. User Research
14. Indie Studio Management / Game Design Leadership

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