Modder’s Workshop General Outline

Stages:

1. Preparation:
   1. Post fliers describing what is going on
      1. Email concerning what games they want to see -> Derrik/ACM
      2. Where to get Civilization 4, and Star Wars Empire at War
      3. Who to contact -> Derrik/ACM
         1. [dtbulmer2@yahoo.com](mailto:dtbulmer2@yahoo.com)
      4. Possible location and times:
         1. ACM room
         2. Try to accommodate a time for everyone involved
         3. Friday Afternoon is possible
   2. Project Team skill, speed, and accuracy building
      1. Over summer: CECS 274
      2. Card Game Development
         1. Will be similar to Official ACM game: “Bang!”
         2. Final version will be in Python
      3. Blender design
      4. Create a Fully functional scenario mod for Civilization 4
      5. Look into games suggested through emails
2. First few weeks of Fall 2011:
   1. Post more fliers
      1. Get overall view on interest in participants
   2. Prepare slideshows, printed packets of information, video
3. Modder’s Workshop
   1. Week One:
      1. Introduce participants to the idea of what it means to “mod” Civilization IV.
      2. NOT required to purchase games, ($10 online)
      3. Most of the workshop will be demonstrations on projector screen with laptop
      4. The idea is to show a real world application to working in game design
      5. List of Downloads that will be needed (all free):
         1. Blender
         2. Notepad++
         3. NetBeans
         4. Nifskope
   2. Week Two:
      1. Directories and Subdirectories of Civilization IV
         1. What each folder and file does
      2. What is XML?
      3. How much coding experience is needed to mod Civilization 4?
         1. None required, just need the data.
      4. Where to get the data to mod
         1. Civfanatics.com
         2. Modiki page
   3. Week Three:
      1. Graphics in Civilization 4
      2. Set up Blender to export in the file types needed.
   4. Week Four:
      1. Attempt simple Blender Activities
      2. Watch a demonstration of Civilization IV style unit design
   5. Week Five:
      1. More Modding Ideas:
      2. Flavor versus Function
      3. Introduce coding in Civilization IV
      4. Demonstrate card game
   6. Week Six:
      1. Try programming in python