SCHOOL OF COMPUTER SCIENCE & ENGINEERING
CALIFORNIA STATE UNIVERSITY, SAN BERNARDINO
Spring Term 2020

Course No. : CSE 441
Course Title : Game Programming
Prerequisite : CSE 330 (Data Structures)
Units : 4 units
Meetings : 12:00 – 2:50 pm Lec, Friday, JB109
3:00 – 4:50 pm Lab, Friday, JB 356/360

Instructor/Office/Phone & Fax/E-mail/Office Hours/Student Assistants and Office Hours:

- Dr. David Turner
  Office: JB 340
  Email: dturner@csusb.edu

- Ronald Goennier
  Email: 005984559@coyote.csusb.edu

- Ryan Zagala
  Email: 005461881@coyote.csusb.edu

Objectives:
This course will cover programming practices in the videogame industry. Students will work in teams to create a video game prototype to show their progress and understanding of programming for video games.

Requirements:

- Completion and submission of assigned quizzes.
- Presentation and demo of prototype of proposed video game.
- Attendance.

Required Software / Links:

- Discord: https://discord.gg/h2ejbUX

- Unity 2019.3.5
- Introductory Survey: https://forms.gle/kXfoi2scocTaV6856

Plagiarism will not be tolerated and the grade for plagiarizing is zero. Cheating on lab assignments and exercises, which is defined as directly and obviously copying someone else's code or utilizing the exact same scene/game layout from another student or team, will be considered plagiarism.

If you are in need of an accommodation for a disability in order to participate in this class, please contact Services to Students with Disabilities at UH-183, 909.537.5238.

Grading:

The following is the formula to be used in computing your final average in the course:

$$FA = 0.90\ Prototype\ +\ 0.10\ Quizzes/Attendance$$

where *FA* = final average.

Final Average	***Grade***
94 and above	*A*
90-93.9	*A-*
87-89.9	*B+*
84-86.9	*B*
80-83.9	*B-*
77-79.9	*C+*
74-76.9	*C*
70-73.9	*C-*
67-69.9	*D+*
64-66.9	*D*
60-63.9	*D-*
Below 59.9	*F*