

GAT315

Spring-2016

3D Game Design I

DigiPen Institute of Technology

Prerequisites:	GAT 251
Schedule:	
Lecture:	Tuesday 12:00pm-1:20pm (AL-KHWARISMI)
Section A Lab:	Thursday 3:00pm-4:50pm (REYNAUD)
Section B Lab:	Wednesday 10:30pm-12:20pm (CURIE)
Class Web Page:	https://distance.digipen.edu/2016-spring/course/view.php?id=982
Instructor:	Richard Rowan
Contact:	Mail: rrowan@digipen.edu / Cell: 206-898-2955 (texts welcome)
Office Hours:	Tue: 3pm-4:30pm, Thu: 1pm-3pm

Description

This course focuses on designing and implementing games using a 3D engine. Students will work to create one or more levels from start to finish, including any needed modifications to game mechanics, controls, and cameras. Topics may include aesthetics, environment building, lighting, texturing, resource placement, player guidance, player controls, camera controls, scripting, and game mechanics in 3D.

Course Objectives and Learning Outcomes

In this course, students will:

- Learn how to deliver experiences that focus on the fellowship engagement type.
- Learn how to deliver experiences that focus on the sensation engagement type.
- Learn how to deliver experiences that focus on the catharsis engagement type.
- Learn how to create experiences that focus on the expression engagement type.
- Learn techniques for creating different types of sensation experiences, including kinesthetic movement and fear.
- Learn techniques for incorporating morality systems and benefaction.
- Learn techniques for incorporating tragedy and comedy.
- Learn techniques for building crafting systems.

Required Textbooks

None.

Academic Integrity Policy

Cheating, or academic dishonesty in any form, will not be tolerated in this course. Penalties for cheating may include receiving a zero on an assignment, or a failing grade in the course, or even expulsion from DigiPen. For further details, please consult the *DigiPen Academic Integrity Policy*.

Disabled Student Services

If students have disabilities and will need formal accommodations in order to fully participate or effectively demonstration learning in this class, they should contact the Disability Support Services Office at (425)629-5015 or dss@digipen.edu. The DSS Office welcomes the opportunity to meet with students to discuss how the accommodations will be implemented. Also, if you may need assistance in the event of an evacuation, please let the instructor know.

Mechanisms and Procedures

Attendance

You are expected to attend class and attendance will be tracked. Every unexcused absence past the first will result in a -5% penalty to your final grade in the class. To gain an excused absence, you MUST contact your instructor. You must sign the attendance sheet in order to be counted as present. You will also be considered absent if you miss more than 15 minutes, regardless of whether it is at the beginning, middle, or end of class.

Class Behavior

In class, the following rules apply:

1. No food in class – drinks must be in closable containers.
2. Be here on time and be ready to learn.
3. Bring questions and observations.
4. No electronics usage in class unless specifically asked to do so. No phones, no computers, no tablets, no exceptions.
5. Be responsible. Turn in assignments on time and make every effort to attend. If for some reason, you can't attend, must arrive late, or leave early, you MUST email or text me or you WILL affect your grade.
6. NO WORKING ON OTHER CLASSES DURING CLASS TIME. Doing so will count as an ABSENCE.

Professionalism

All students in this class are expected to behave in a professional manner in their interactions with all students, faculty, staff, and teaching assistants. This includes personal conduct in class, verbal discussions, and emails. Rude or otherwise unprofessional conduct will result in a penalty of up to 10% on the student's final grade in the class, or more in extreme cases or in cases involving more than a single incident, at the sole discretion of the instructor. Exceptionally professional conduct, above and beyond what is normally expected, can result in a bonus of up to 5%, also at the sole discretion of the instructor. More than any other role in the game industry, a designer's reputation for professional conduct is critical to their career.

Late Policy

All assignments are expected to be turned in on time. All late deliverables have their grade cut in half, and will only be accepted until the next deliverable is due, after which they will no longer be accepted unless special arrangements are made with the instructor. With the prior approval of the instructor, assignments can be improved and resubmitted after the initial submission, in which case the new grade is averaged with the old one.

Grading Policy

Grades for this class are primarily based on the three projects. The student's final grade is modified by attendance penalties and penalties for poor lab preparation and/or participation. A student can also get a bonus for exceptional lab preparation, analysis and testing. Each assignment has three deliverables, numbered sequentially. Failure to turn in one of these deliverables results in a 0% in that deliverable AND -50% to all subsequent deliverables within that project until submitted.

Fellowship Project	40%
1. Design Plan	10%
2. Prototype	30%
3. Final Project	50%
• Lab Participation	10%
Sensation Project	35%
1. Design Plan	10%
2. Prototype	30%
3. Final Project	50%
• Lab Participation	10%
Expression/Catharsis Project	25%
1. Design Plan	10%
2. Prototype	30%
3. Final Project	50%
• Lab Participation	10%
Professionalism	
Every unexcused absence from a lecture or lab	-5%
Every lab student is not prepared for instructor/peer review.	-2%

Class Schedule (subject to change)

Week 1

Lecture: Class Overview / Fellowship Engagement Type

Lab: Planning – Fellowship

Week 2

Lecture: Single Player Fellowship

Lab: Planning and Prototyping

Assignment Due: Project Plan – Fellowship (due at the start of lab)

Week 3

Lecture: Multiplayer Fellowship

Lab: Prototyping

Week 4

Lecture: Morality Systems & Benefaction

Lab: Peer Review

Assignment Due: Project Prototype – Fellowship (due end of day Tuesday)

Week 5

Lecture: Motivations

Lab: Playtesting

Week 6 FELLOWSHIP PROJECT DUE (Midnight Tuesday)

Lecture: Sensation Engagement Type

Lab: Planning - Sensation

Assignment Due: Finished Project – Fellowship

Week 7

Lecture: Motion, Speed, & Rhythm

Lab: Planning & Prototyping

Assignment Due: Project Plan – Sensation

Week 8

Lecture: Fear

Lab: Peer Review

Assignment Due: Project Prototype – Sensation (due end of day Tuesday)

Week 9

Lecture: Catharsis Engagement Type

Lab: Playtesting

Week 10 SENSATION PROJECT DUE (Midnight Tuesday)

Lecture: Comedy & Tragedy

Lab: Planning – Catharsis/Expression

Assignment Due: Finished Project – Sensation (due end of day Tuesday)

SPRING BREAK WEEK

Week 11

Lecture: Expression Engagement Type

Lab: Planning & Prototyping

Assignment Due: Project Plan - Sensation

Week 12

Lecture: Crafting Systems

Lab: Peer Review

Assignment Due: Project Prototype – Sensation (due end of day Tuesday)

Week 13

Lecture: Recognition Systems

Lab: Playtesting

Week 14 FINAL PROJECT DUE (Midnight Tuesday)

Lecture: Special Topics

Lab: Special Topics

Assignment Due: Finished Project – Expression/Catharsis