

Department of Computer Science, Clemson University
CpSc 4160/6160, 2D Video Game Development with C++
Policies and Information

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1. *Electronic Devices*: You may not use laptops or other devices during lecture.
2. *Grading*: Questions about grading must be submitted in writing, and placed under my office door by 8 AM of the day after the graded material is returned; I will not re-evaluate beyond this date. For example, if your exam is returned at class on Monday, you must place it under my door by 8AM on Tuesday, otherwise the grade stands. The instructor will re-grade the entire submission. No individual grading questions will be answered during or after lectures.
3. *Behavior*: Do not engage in side conversations during lecture; direct your questions and comments to all of us because we're all interested in learning more about software development.
4. *Grades*: The grading scale is: 90 to 100 is an A, 80 to 89.99 is a B, 70 to 79.99 is a C, 60 to 69.99 is a D, below 60 is an F. These ranges are firm, I cannot and will not round grades.
5. *Grade post*: Once a grade is posted anonymously on the course web page, you have 24 hours to email the instructor about a discrepancy.
6. The required text for all students is *Effective C++: 55 Specific Ways to Improve Your Programs and Designs*, by Scott Meyers. The additional text required for students taking CpSc 6160 is *Effective Modern C++: 42 Specific Ways to Improve Your Use of C++11 and C++14*.
7. Course repo: anonymous@buffet.cs.clemson.edu:malloy/4160-2016Assets
8. Tentative grading percentages ($\pm 10\%$):

Two Exams	45%
Exam 1	Feb. 22 M
Midterm Eval	Feb. 26 F
Exam 2	TBA
Programming Projects	45%
Final Exam	10%

9. *Attendance*: Your attendance at lecture implies that you have made a decision to listen attentively and to participate in relevant discussions.
10. *Policy and Syllabus*: Policy & syllabus are in the course repo, and on the course web page.
11. *Venue*: The course meets in Vickery 100 on Mon & Wed, from 2:30 until 3:45. If the instructor has not arrived by 2:45, you may leave.
12. *Projects*: There will be 7 to 10 weighted projects written in C++, and all of these must be submitted using the `handin` command. Non-handin submissions will not be graded. Submissions must be compressed using `zip` or `tar`; submissions compressed with `rar` will not be accepted, nor will they be graded.

13. *Final Project*: Initial programming projects will be written individually. However, for the final programming projects you may work in groups of sizes 1 to 3, with the expectation that the synergy of working together will produce more substantial, interesting and unique results. Nevertheless, you may choose to develop your project by yourself. The goal is for each student to acquire an understanding and working knowledge of data-driven object-oriented software and game development using design patterns, and memory management.
14. *Academic Integrity*: “As members of the Clemson University community, we have inherited Thomas Green Clemson’s vision of this institution as a ‘high seminary of learning.’ Fundamental to this vision is a mutual commitment to truthfulness, honor, and responsibility, without which we cannot earn the trust and respect of others. Furthermore, we recognize that academic dishonesty detracts from the value of a Clemson degree. Therefore, we shall not tolerate lying, cheating, or stealing in any form. In instances where academic standards may have been compromised, Clemson University has a responsibility to respond appropriately to charges of violations of academic integrity.”
15. *Accommodation for Student Disability*: Student Disability Services coordinates the provision of reasonable accommodations for students with physical, emotional, or learning disabilities. Accommodations are individualized, flexible, and confidential and are based on the nature of the disability and the academic environment, in compliance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990. Students are encouraged to consult with the Disability Services staff early in the semester, preferably prior to the first day of class. Current documentation of a specific disability from a licensed professional is needed.
16. *Posting of grades*: The United States Family Educational Rights and Privacy Act can be found on the following web page, and a summary follows:

<http://www.clemson.edu/administration/ogc/policies/ferpa.html>

The public posting of grades by student name, Clemson University identification number or social security number without the students written permission is a violation of FERPA. Any faculty member who posts grades must use a system that ensures FERPA requirements are met. For example, a system using code words or randomly assigned numbers known only by the instructor and the individual student is one option. Do not leave a stack of graded exams in a place where other students or individuals can access them. Also, do not disclose one students grade to other students.

17. *Sexual Harassment*: Clemson University is committed to a policy of equal opportunity for all persons and does not discriminate on the basis of race, color, religion, sex, sexual orientation, gender, pregnancy, national origin, age, disability, veterans status, genetic information or protected activity in employment, educational programs and activities, admissions and financial aid. This includes a prohibition against sexual harassment and sexual violence as mandated by Title IX of the Education Amendments of 1972.