

AET 339 Level Design

UID: 20990**Meetings:** MW 9:30 - 11**Location:** DFA 4.106**Text:** N/A**Instructor:** MJ Johns**Office Hours:** MW 2-3

Abstract

An introduction to building interactive and visually appealing 3D levels in a game engine. This will include ideation and concept design, whiteboxing, integrating art and sound assets, scripting interactions, and adding animations and particle effects, as well as playtesting and iterating based on user feedback.

Assessment

All homework assignments and in-class activities are equally weighted toward 50% of the final class grade and are pass/fail. Two larger projects will be worth 25% each, one due at midterms and one due at the end of the semester, and will be graded based on the provided rubric. Assignments are due by the start of class on the due date.

No late work will be accepted. No incompletes will be given. If you feel you will not be able to complete all work on time, you should ask the instructor for a grade of Q or drop before the deadline for doing so passes.

Note: If you cannot attend class for any reason, please send an email and attach any class work as needed, and talk to your classmates to find out what you missed.

Classroom Policy

Devices

- Must be kept in silent mode unless an emergency notification is expected (please discuss this with me prior to class).
- Can be used for research and class note taking, but not for social media (unless related to class activities)

Food/Drink

- Food is not allowed in class.
- Drinks in closed containers are permitted but must be kept on the floor or out of sight when not in use.

Required Equipment

All students MUST have access to a portable computer. Either Mac or PC is fine.

Textbook

N/A

Calendar

Week		Assignment Due
1	8/29 Course Intro and Unity Basics 8/31 Designing a Level Layout	
2	9/3 <i>Labor Day (No Class)</i> 9/5 Whiteboxing	9/5 HW 1: Level Layouts
3	9/10 Interaction Points and Interest Curve 9/12 Art, Ambient Sound, and Narrative	9/12 HW 2: Design Doc, References, and Color Palette
4	9/17 Playtest and Iterate 9/19 Scripting Interactions	9/17 HW 3: Playable Executable 9/19 Activity 1: Feedback Assessment
5	9/24 Guiding the Player with Lighting 9/26 Particles, Sound Effects, Animations	9/26 Activity 2: Player Story
6	10/1 LAB 10/3 Playtest and Iterate	10/3 HW 4: Playable Executable
7	10/8 LAB 10/10 Level Showcase	10/10 Project 1: Solo Level
8	10/15 Design Documentation, Team Projects 10/17 Collaborative Design and Brainstorms	10/17 Activity 3: Team Design Doc
9	10/22 Project Planning and Deadlines 10/24 Merging Scenes	10/24 Activity 4: Trello Board
10	10/29 Matching Visual Styles 10/31 Advanced Lighting and Materials	
11	11/5 Playtest and Iterate 11/7 System Design	11/5 HW 5: Merged Executable
12	11/12 Advanced Scripting 11/14 LAB	
13	11/19 Playtest and Iterate 11/21 <i>Thanksgiving (No Class)</i>	11/19 HW 6: Merged Executable
14	11/26 Flow 11/28 LAB	
15	12/3 Open Playtest 12/5 LAB	
16	12/10 Last Day of Class	12/10 Project 2: Team Level

Units of Study

- **Foundations**
 - Intro to Unity
 - Design concepts
- **Applications**
 - Solving problems and doing things with code
- **Systems**
 - Designing a user's experience
 - Flow

Process

We will work through demonstrations, projects, and a number of technical/creative challenges to learn about game and level design in Unity.

Reference

A short list of useful resources for Unit

Class Attendance Policy

As detailed above, attending class during the scheduled meeting times earns professionalism credit. Credit is NOT earned for arriving late, leaving early, or failing to attend class meetings. If attending a scheduled class meeting is not possible, students are expected to promptly notify the instructor of extenuating circumstances.

Q Drop Policy

The State of Texas has enacted a law that limits the number of course drops for academic reasons to six (6). As stated in Senate Bill 1231: "Beginning with the fall 2007 academic term, an institution of higher education may not permit an undergraduate student a total of more than six dropped courses, including any course a transfer student has dropped at another institution of higher education, unless the student shows good cause for dropping more than that number."

University Attendance Policy: Religious Holy Days

By UT Austin policy, you must notify me of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, I will give you an opportunity to complete the missed work within a reasonable time after the absence.

Documented Disability Statement

Any student with a documented disability who requires academic accommodations should contact Services for Students with Disabilities (SSD) at (512) 471-6259 (voice) or 1-866-329-3986 (video phone). Faculty are not required to provide accommodations without an official accommodation letter from SSD. academic honesty University of Texas Honor Code The core values of The University of Texas at Austin are learning, discovery, freedom, leadership, individual opportunity, and responsibility. Each member of the university is expected to uphold these values through integrity, honesty, trust, fairness, and respect toward peers and community.

Behavior Concerns Advice Line (BCAL)

If you are worried about someone who is acting differently, you may use the Behavior Concerns Advice Line to discuss by phone your concerns about another individual's behavior. This service is provided through a partnership among the Office of the Dean of Students, the Counseling and Mental Health Center (CMHC), the Employee Assistance Program (EAP), and The University of Texas Police Department (UTPD). Call 512-232-5050 or visit <http://www.utexas.edu/safety/bcal>.

Emergency Evacuation Policy

Occupants of buildings on the UT Austin campus are required to evacuate and assemble outside when a fire alarm is activated or an announcement is made. Please be aware of the following policies regarding evacuation: • Familiarize yourself with all exit doors of the classroom and the building. Remember that the nearest exit door may not be the one you used when you entered the building. • If you require assistance to evacuate, inform me in writing during the first week of class. • In the event of an evacuation, follow my instructions or those of class instructors. Do not re-enter a building unless

you're given instructions by the Austin Fire Department, the UT Austin Police Department, or the Fire Prevention Services office.