

2D Game Development Capstone Syllabus

Fall 2018: C S 354S with AET 376, RTF 344N, ART 379S, MUS 376J, T D 354T

Class Meeting Time: M 12:30 – 2:00 and W 6:00 – 9:00 pm

Room: GDC 6.202

Instructor: Dr. Paul Toprac; email: topcat@cs.utexas.edu

Office Hours: TH 3:30 – 5:00 (or email for an appointment)

Office: GDC 6.318

Proctor: Ben Johnson: bencj96@gmail.com



Course Overview

The Capstone is focused on learning how to create 2D games using industry standard tools and best practices in medium-size interdisciplinary teams. Topics covered are game ideation, prototyping, testing, and iterating. Teams use the agile/scrum development methodology as the framework for completing their games. Learning team dynamics, as well as development best practices, is core for creating games and the class. In addition, there is an emphasis on connecting the work performed in class to that being done in industry. Industry partners playtest games and provide feedback, and the class presents their post-mortems within a game studio. Students become prepared to find the appropriate position and ability to work within a studio environment. In the end, teams make awesome games to show prospective employers and the public!

This course has the Independent Inquiry flag.

Learning Outcomes

- Execute to the agile development methodology
- Apply industry best development practices
- Develop and execute presentations
- Create documentation and plans for action
- Act and become an entry-level professional
- Produce and present a 2D game in a medium-sized team

Course Requirements

1. Pre-requisites

Upper-division standing and consent of instructor.

2. Textbooks, Software, Hardware

Recommended (Optional) books:

For Game Design: Level Up! by Scott Rogers

For Mobile Game Design: Swipe This!: The Guide to Great Touchscreen Game Design by Scott Rogers

Software: Unity 2018 is highly recommended but another game engine can be used with permission of the instructor.

Hardware: It is very difficult to be successful in this class without a laptop.

3. Grading and Assessment

	Points	
Course Reflection	5	
Game Analyses	5	
Game Documentation	15	
Game Presentations	25	There is no Final Exam!
Game Test Reports	15	
Game Trailer	5	
Scrum Exam	5	
Team Evals	5	
Job Search Products	10	
Professionalism	<u>10</u>	
TOTAL	100	

4. Course Policies

Attendance Policy

Attendance and participation in all classes is expected, but if you cannot make it to class, there are consequences. Being consistently late to class is not cool and it will have a negative impact on your grade. Also, assignments are due at the beginning of class and there are consequences for turning in assignments after this time.

Days Absent	Consequence	Cumulative
1 - 3	Free	Free
4	-1 point	-1 point
5	-2 points	-3 points
6	-4 points	-7 points
7	-8 points	-15 points
8	-16 points	-31 points
(on the 9 th absence, you automatically fail)		

Late Work Policy

Hours Late	Consequence	Cumulative
1	-2 points	-2 points
2	-4 points	-6 points
3	-8 points	-14 points
4	-16 points	-30 points
5	-20 points	-50 points

Computer Policy

Your computer is to stay closed unless otherwise indicated by the professor. Mobile phones are not to be used in class. If there is an emergency, please leave the class.

Professionalism

This course is a preparation for employment in a studio. Therefore we expect you to act in class as you would in the workplace. While studios are often informal, they still require everyone to be respectful of others. Furthermore, attendance both for the class and when your team meets are critical. How your teammates view the quality and quantity of your work, as well as your team skills are important. Finally, how much work you produced, as recorded in agile dev software tool, will be considered.

5. Final Grade Scale

Percent	Letter Grade	Description
94-100	A	Excellent scholarship
90-93	A-	Excellent scholarship
87-89	B+	Good scholarship
84-86	B	Good scholarship
80-83	B-	Good scholarship
77-79	C+	Fair scholarship
74-76	C	Fair scholarship
70-73	C-	Fair scholarship
60-69	D	Poor scholarship
Less than 60	F	Failure

6. Critical Dates (see UT Calendar for details) <http://registrar.utexas.edu/calendars>

7. UT Policies

The 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.

Scholastic Dishonesty

The University defines academic dishonesty as cheating, plagiarism, unauthorized collaboration, falsifying academic records, and any act designed to avoid participating honestly in the learning process. Scholastic dishonesty also includes, but is not limited to, providing false or misleading information to receive a postponement or an extension on a test, quiz, or other assignment, and submission of essentially the same written assignment for two courses without the prior permission of the instructor. By accepting this syllabus, you have agreed to these guidelines and must adhere to them. Scholastic dishonesty damages both the student's learning experience and readiness for the future demands of a work-career. Students who violate University rules on scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University. For more information on scholastic dishonesty, please visit the Student Judicial services Web site at <http://deanofstudents.utexas.edu/sjs>

Undergraduate Writing Center

The Undergraduate Writing Center, located in the FAC 211, phone 471-6222, <http://www.utexas.edu/cola/centers/uwc/> offers individualized assistance to students who want to improve their writing skills. There is no charge, and students may come in on a drop-in or appointment basis.

Services For Students With Disabilities

The University of Texas at Austin provides upon request appropriate academic accommodations for qualified students with disabilities. For more information, contact the Office of the Dean of Students at 471-6259, 471- 4641 TTY.

Religious Holidays

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, you will be given an opportunity to complete the missed work within a reasonable time after the absence.

University Electronic Mail Notification Policy

All students should become familiar with the University's official e-mail student notification policy. The complete text of this policy for updating your e-mail address are available at <http://www.utexas.edu/its/policies/emailnotify.html>. In this course e-mail will be used as a means of communication with students. You will be responsible for checking your e-mail regularly for class work and announcements.

Campus Safety

Regarding emergency evacuation: 512-471-5767, <http://www.utexas.edu/safety>. Evacuate buildings when a fire alarm is activated. Alarm activation or announcement requires exiting and assembling outside. Further information regarding emergency evacuation routes and emergency procedures can be found at: <http://www.utexas.edu/emergency>. For **Behavior Concerns Advice Line** (BCAL): 512-232-5050.