

# GAME & LEVEL DESIGN PREPRODUCTION — FALL 2016

**Course Number:** 582-83D-DW

**Section:** 07001

**Hours:** 75

**Code:** NWE.33

**Ponderation:** 2-3-2

**Instructor:** six a

**Email:** [teaching@perd.us](mailto:teaching@perd.us)

**Office Hours:** By appt.

**Website:** <https://github.com/lostfictions/2016-fall-preproduction/>

## SCHEDULE (Tentative, subject to change)

WEEK	DESCRIPTION
1	Introductions; MDA & its discontents; affect; brainstorming
2	Playtesting tips; playtest first assignment 1/2; intro to Git & Unity
3	Playtest 2/2; Unity basics; tool talk; Git review; begin first project
4	More on making things happen with Unity; lab time & check-ins
5	Intro to architectural & LD theory + practice; playtest & check-ins
6	Submit & present first project; intro to narrative design
7	Visual communication & aesthetics; mid-semester one-on-ones
8	Procedural generation and level design; guest lecture?
9	More Unity secrets; emergent play & conversational design
10	Production methodology & planning; begin second project
11	Experimental gameplay; lab time & team check-ins
12	Tuning and balancing; lab time & team check-ins
13	Feel and “juice”; lab time & team check-ins
14	Lab time & team check-ins
15	Present final project!

## EVALUATION

A minimum of 60% is required to pass the course. The consequences for late assignments are to be determined by the teacher.

## GRADE DISTRIBUTION

Homework: Submission	15%
Homework: Process	15%
Homework: Playtesting & Presenting	5%
Homework: Technique	5%
Homework: Total	<hr/> 40%

Project 1: Brief	5%
Project 1: Process & Iteration	10%
Project 1: Playtesting & Presenting	5%
Project 1: Technique	5%
Project 1: Total	<hr/> 25%

Project 2: Brief	5%
Project 2: Process & Iteration	10%
Project 2: Playtesting & Presenting	10%
Project 2: Technique	5%
Project 2: Group Participation	5%
Project 2: Total	<hr/> 35%

## PROJECT 1

Make a short autobiographical / “self-portrait” game, with one or more activity/challenge/gate/obstacle

## PROJECT 2

Work in a group of 3 - 4 to build a small, complete game based on a secret theme. Each team member must complete at least one **code** task, one **asset creation** task, and one **design** task.

## HANDING IN WORK

- In general, interactive assignments and projects should be uploaded to itch.io or a personal website in online-playable format (HTML, WebGL.) If this isn't possible for (exceptional) technical reasons, contact me to arrange for an alternate mode of hand-in.
- A link to your assignment must be added to the class GitHub wiki in the appropriate location **before class!**
- Source code must be uploaded to its own GitHub repo under your account.

## PLAGIARISM

Almost all digital interactive work involves the use of someone else's code, be it in the form of libraries, frameworks, or even just snippets found online. However, as in any other medium, claiming someone else's code as your own or using it while failing to attribute or cite sources is plagiarism.

Further, most code online is governed by software licenses, some of which may impose specific constraints or requirements on the person using them. Check the license before using code in your project and make sure you understand its terms and conditions. You can look up "plain English" summaries for many licenses here: <https://tldrlegal.com/>

Dawson College's policy on plagiarism is included below.

Both academic research and creative production are based on intellectual honesty and artistic integrity. Therefore, any act of plagiarism – the unacknowledged use of source material – may result in a failing grade for the project or assignment. It is the students' responsibility, moreover, to ensure that other students do not make unauthorized use of their work. See the Institutional Student Evaluation Policy in the Dawson College Calendar. According to ISEP, the teacher is required to report to the Sector Dean all cases of cheating and plagiarism affecting a student's grade. (ISEP Section IV-C)