CSC 4263 Video Game Design

2–5pm Fridays 202 Coates

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Video Game Design is a team-based, project-oriented course covering all aspects of video game design and implementation. Each group of 3 or 4 students forms a video game "company" to brainstorm, storyboard, and "pitch" a game design. Each company then implements their approved design in program code, graphics, sound, and music. The completed project is "sold" in a final presentation before a panel of game industry veterans, with awards given in a variety of categories.

This is a Distance Learning course, presented via high-definition video tele-conference in collaboration with the University of Illinois at Chicago (UIC).

CSC 4263 is cross-listed as ART 4020. It is part of the Digital Media AVATAR Minor, and is open to Computer Science, Art, and Music majors. Pre-requisites are CSC 3102, ART 2050, or MUS 2732 respectively.

Recent student projects developed for the TacTile 52" multi-touch table...

"ZooBall" – Infinite State Entertainment (2009)
Andrew Bursavich (LSU), Joan Long (LSU), Michael Slanovits (UIC), Arthur Nishimoto (UIC)

"Rampart 2" – Chicageux Games (2009)
Robert Cross (LSU), Ashley Zebrowski (LSU), Davlin Stoy (UIC), Ashleigh Wiatrowski (UIC)

"Fire Hazzard" – Olympus Studios (2009)
Brad Johnston (LSU), Sean DeRouen (LSU), Eddie Riveron (UIC), Zev Zimmerman (UIC)
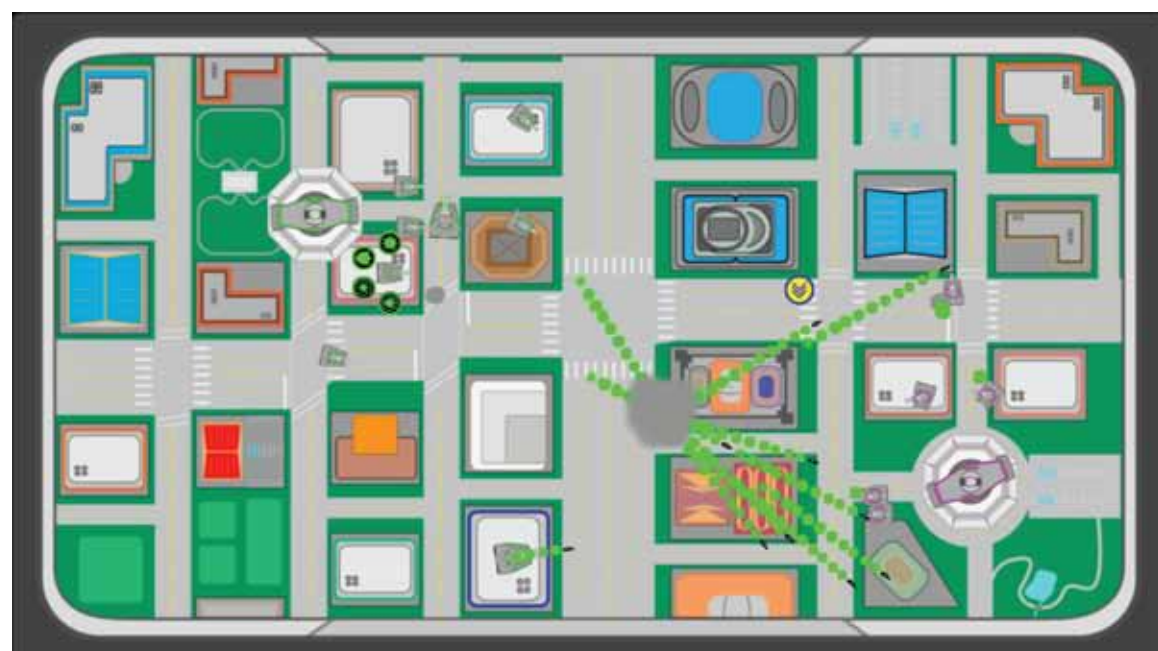
"Galcon Gaiden" – Tuff Panda (2009)
William Folse (LSU), Brian Bell (LSU), Sujatha Nagarajan (UIC), Andrew Staley (UIC)
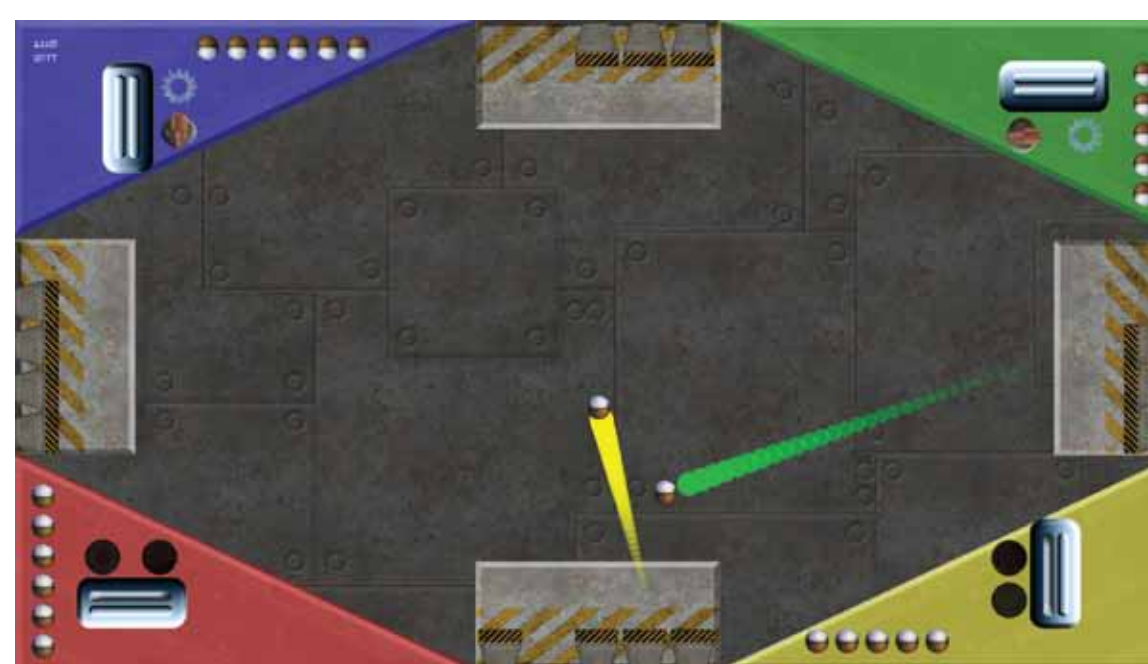
"Ballbuster" – HamsterWheel Games (2009)
Daniel Kogler (LSU), David Jackson (LSU), Jason Demeter (UIC), Kevin Spillman (UIC)

"Zombie Apocalypse" – Egoshots Unlimited (2009)
Richard Perkins (LSU), David Jackson (LSU), Yasser Mostafa (UIC), Nirari Barm (UIC)
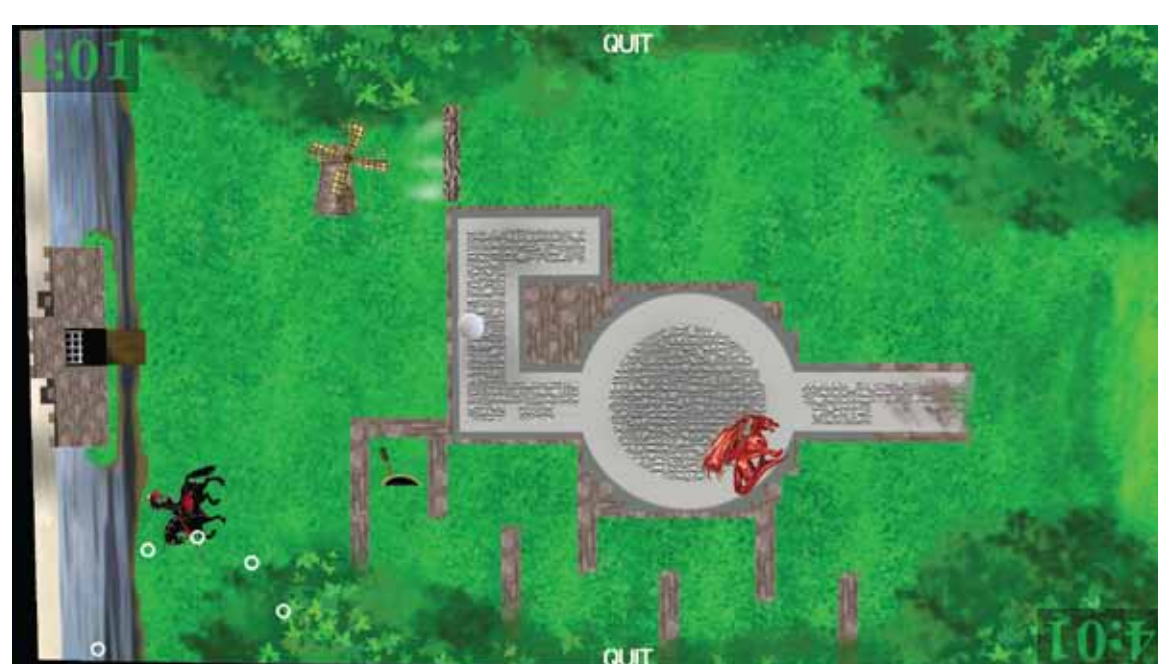
"Neo Tank" – Nemesis Games (2010)
Phillip LeBlanc (LSU), Brady Delhomme (LSU), Joseph Ausmann (UIC), Nabil Kherouf (UIC)

"Rise O' the Urchins" – Dark Tide Software (2010)
Keaton Robinson (LSU), Michael Davis (LSU), Paul Grenning (UIC), Mike Baker (UIC)
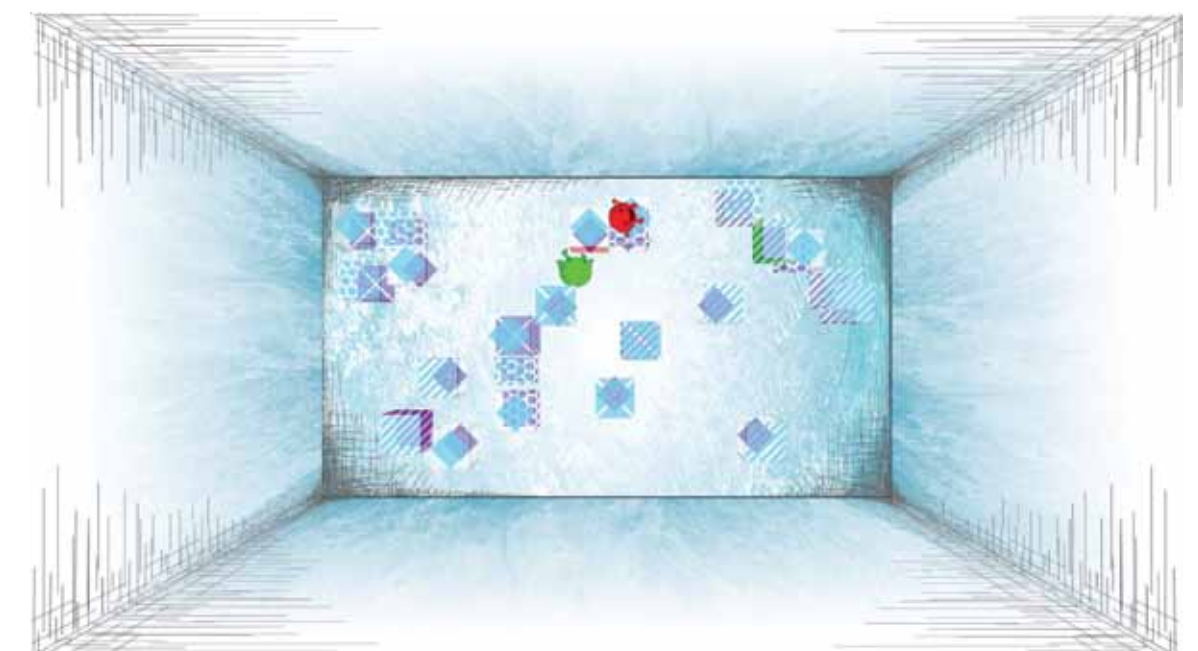
"Reach" – Kenchi Games (2010)
Jason Charles Kincl (LSU), Sara Fradella (LSU), Tia Shelley (UIC), G. Daniel Felt (UIC)
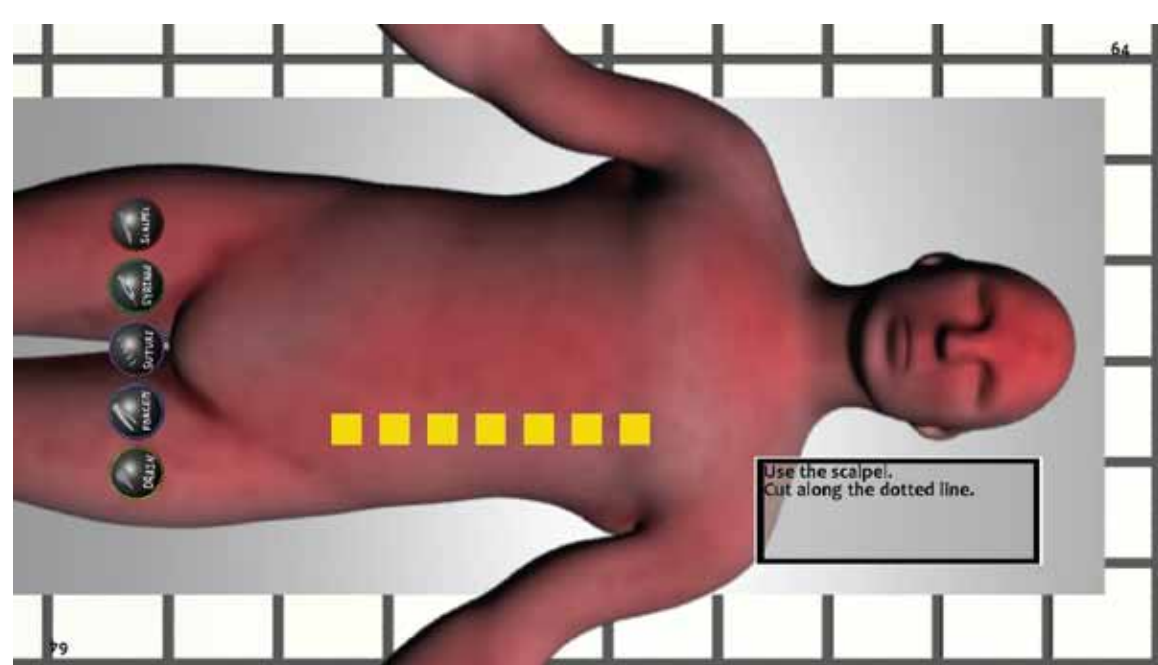
"Powerputt" – B2 Bomber Games Inc. (2010)
Kevin Anthony Cherry (LSU), Katherine Herrin (LSU), Ivan Collazo (UIC), Matthew Byrne (UIC)

"SK8" – stReetCO (2010)
David Dixon (LSU), Shi Ning Sun (LSU), Daniel I. Ban (UIC), Jameson Li (UIC)
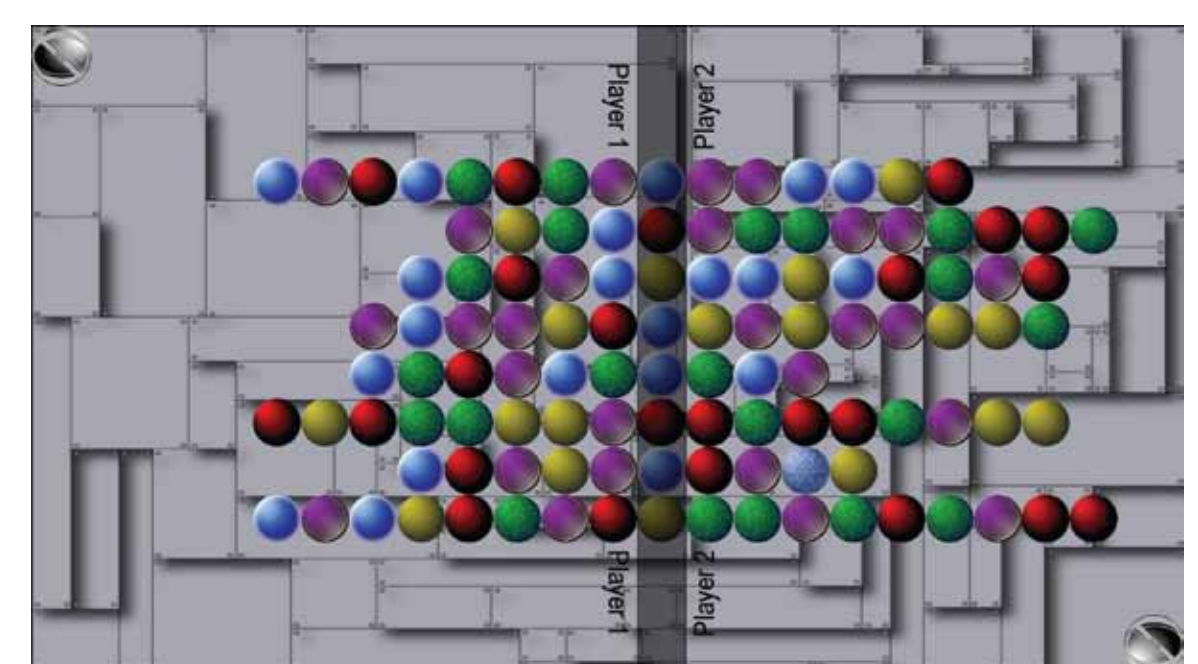
"POL" – Magnetic Enigmatic (2010)
Jeremy Dean Meador (LSU), Lee Vanderlick (LSU), Karan Chakrapani (UIC), Todd R. Silvia (UIC)

"SuperSurgeon" – Pacemaker Games (2010)
Hunter Whitefield Shea (LSU), Andre Langston (LSU), Kyrie Van Loo (UIC), Nick Villarreal (UIC)
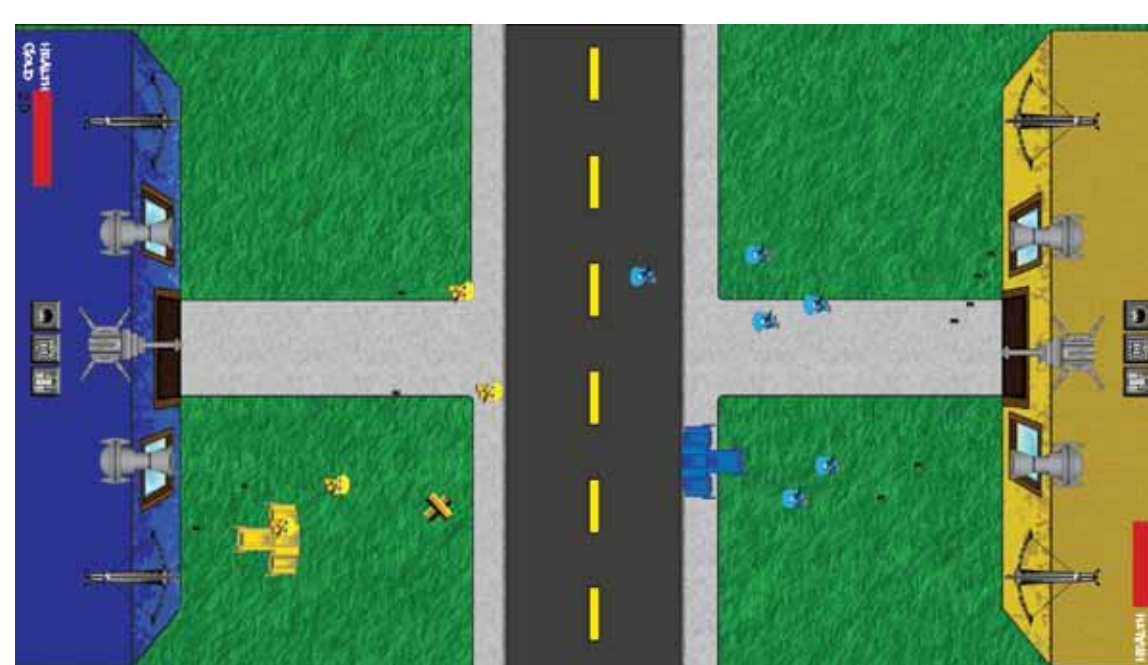
"Touch Warfare" – Descrubify (2010)
Justin Lewis (LSU), Brett Smith (LSU), Xiao Ming Li (UIC), Robin Rogowski (UIC)
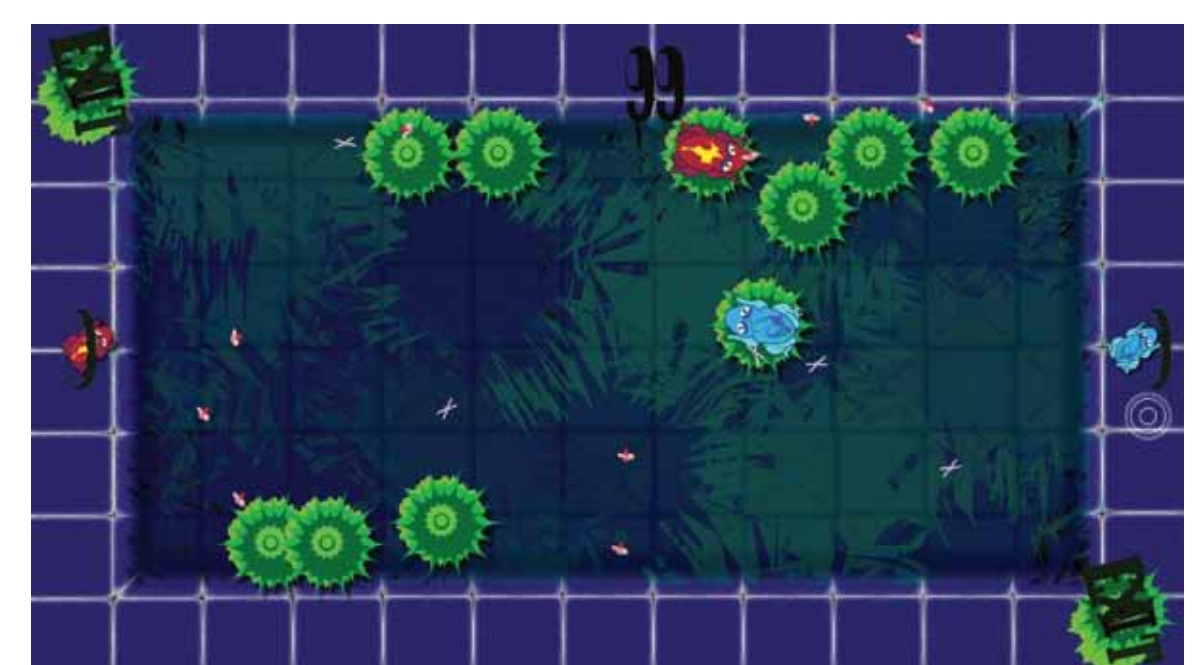
"Frogger" – Red Wing Games (2010)
Geoffrey Badeaux (LSU), Jessica Broussard (LSU), Rommel Bhargava (UIC), Rohan Dargad (UIC)