

Eugenio Maria de Hostos Community College

GD201 Digital Games

Mondays, 2:00 – 4:45 p.m.

Room C-551

Professor Dean Razavi

Email: dean@razburygames.com

Office Hours: by appointment

Class Materials: Reading excerpts and links to relevant videos will be posted on Blackboard, as will links to the games listed in each section. No textbook is required for the course.

Turn-In Assignments: Any assignment that is to be turned in must be submitted no later than 30 minutes before the class on which it is due, by email to the above address. Late assignments will receive a grade of 0.

Grading: Grading at the end of the semester is based on 1) your performance during cold calls; 2) your team's GDD; 3) your team's presentations; and 4) your team's two playable builds.

Week 1 (August 27) – Class Intro

Week 2 (Wednesday, September 5) – Mechanics, Rules, Game Design Documents

Read:

- Lenses, Chapter 10
- Theory of Fun, Chapters 2 & 3
- Level Up, Chapter 4

Play One Of:

- Braid
- Papers Please
- QWOP
- Universal Paperclips
- Tetris (any version)

Do:

- Unity "Interactive Tutorials" (if you've never used Unity before)
- Unity "Roll-a-Ball Tutorial" (everyone)

No Class September 10

Week 3 (September 17) – Narrative Design + Worldbuilding

Read:

- Hamlet's Hitpoints, Introduction & Hamlet Chapter
- Medium of the Video Game, Chapter 5

Watch:

- Politics of Worldbuilding, Jess Haskins

Play One Of:

- Stanley Parable
- The Waiting Game AND Queers in Love at the End of the World (play both)
- Life is Strange
- Shardlight
- Zork

Do:

- Unity “Space Chicken Tutorial”

Week 4 (September 24) – Multiplayer Design

Read:

- Players Who Suit MUDs
- The Trust Spectrum

Play One Of:

- Guild Wars 2
 - Ibb & Obb*
 - Overcooked*
 - Fortnite
 - Keep Talking and Nobody Explodes*
- * Indicates the game is “forced co-op,” so bring a friend!

Do:

- Game Core Mechanic Design
- GDD Draft

Week 5 (October 1) – Creative Cohesion / Game Feel & Polish

Read:

- Theory of Fun, Chapter 10
- Lenses, Chapter 20

Watch:

- Art of the Screenshake
- Juice it or Lose It

Play One Of:

- Aviary Attorney
- Cuphead
- Monument Valley
- Emily is Away
- Hearthstone

Do:

- Tutorial: Making things look good in Unity
- Playground Level
- Update GDD

No Class October 8

Week 6 (October 15) – UI & Tutorialization, Designing a Playtest

Read:

- Designing for Problem Solvers
- Level Up, Chapter 8
- Lenses, Chapters 13 & 25

Play One Of:

- Portal
- Super Metroid
- Smove
- Civilization VI

Week 7 (October 22) – How to Pitch a Game

Read:

- Lenses, Chapter 27 & 28

Watch:

- 30 Things I Hate About Your Game Pitch, Brian Upton

Do:

- UI and Tutorial Design update for GDD

Week 8 (October 29) – Core Final Presentations / Level Design Team Formation

Do:

- **Turn in “Game Core” AND GDD no later than 30 minutes before class**

Week 9 (November 5) – Level Design / How to Pitch a Level

Read:

- Level Up, Chapter 9
- Lenses, Chapter 19

Play One Of:

- Super Mario Brothers
- Legend of Zelda: Ocarina of Time
- Celeste
- Talos Principle
- Starcraft II: WoL

Do:

- Level Concepts GDD

Week 10 (November 12) – **Level Pitches**

Week 11 (November 19) – Monetization

Read:

- Lenses, Chapter 29

Week 12 (November 26) – Open Topics Q/A

Week 13 (December 3) – Open Topics Q/A

Week 14 (December 10) – **Final Presentations**

Do:

- Turn in final game and GDD no later than 30 minutes before class