SPRING 2018 EDITION

GD205

Game Programming II - Prof. Alec McClure

WEEK 1

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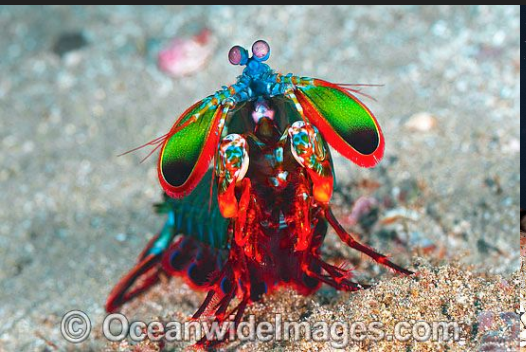
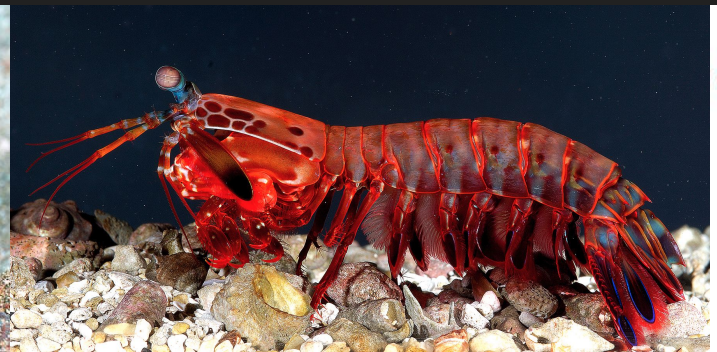
INTRODUCTIONS

- Name?
- What's one specific thing you want to learn this semester?
- What's your experience with code (and Unity)?
- Would you rather have the head of a...
  - body and eyes of a colossal squid (keep your face)?
  - head and tail of a mantis shrimp?





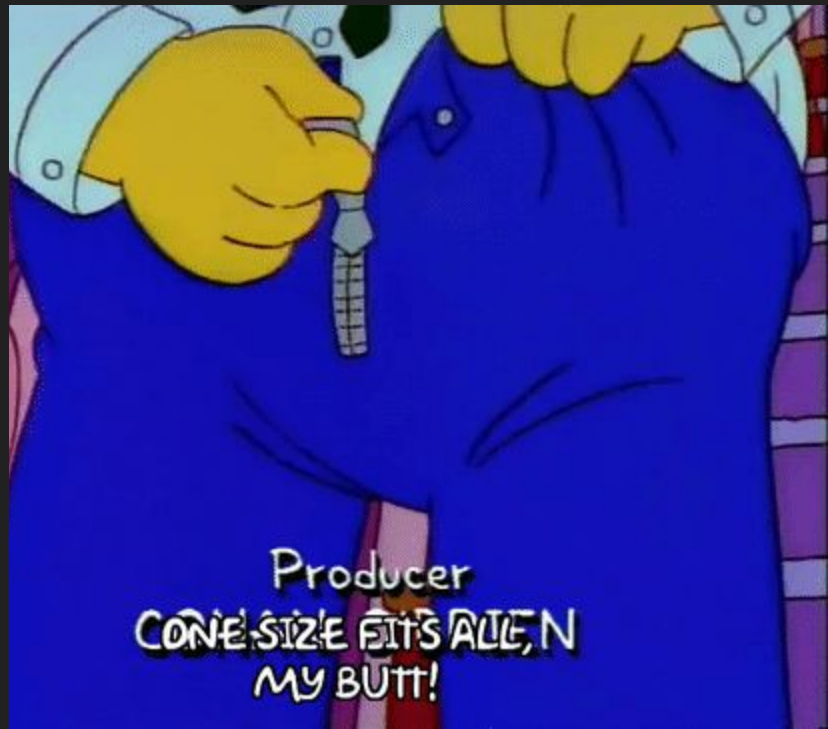
Why does this class exist?

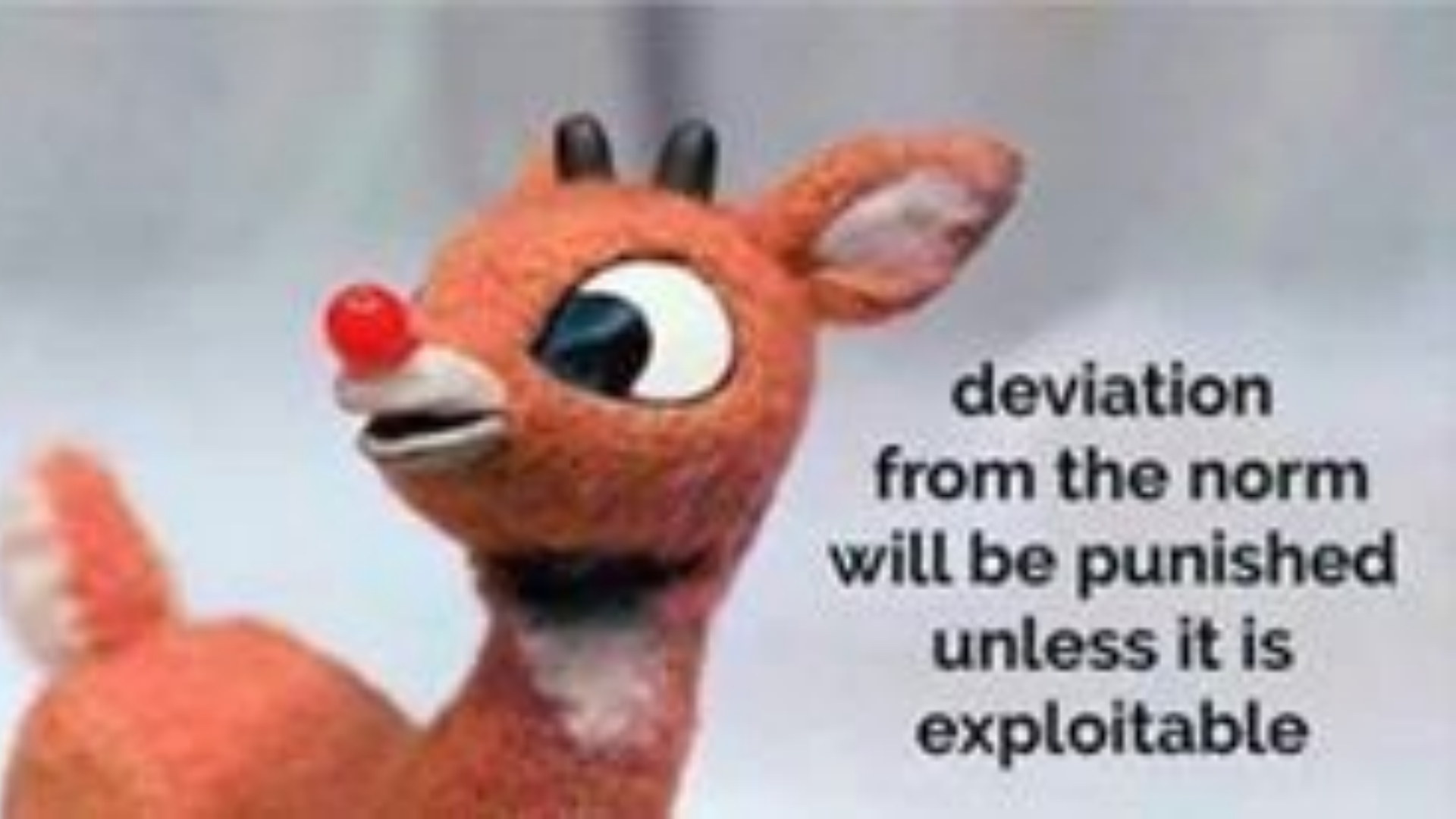
What does the instructor have in mind for this class?

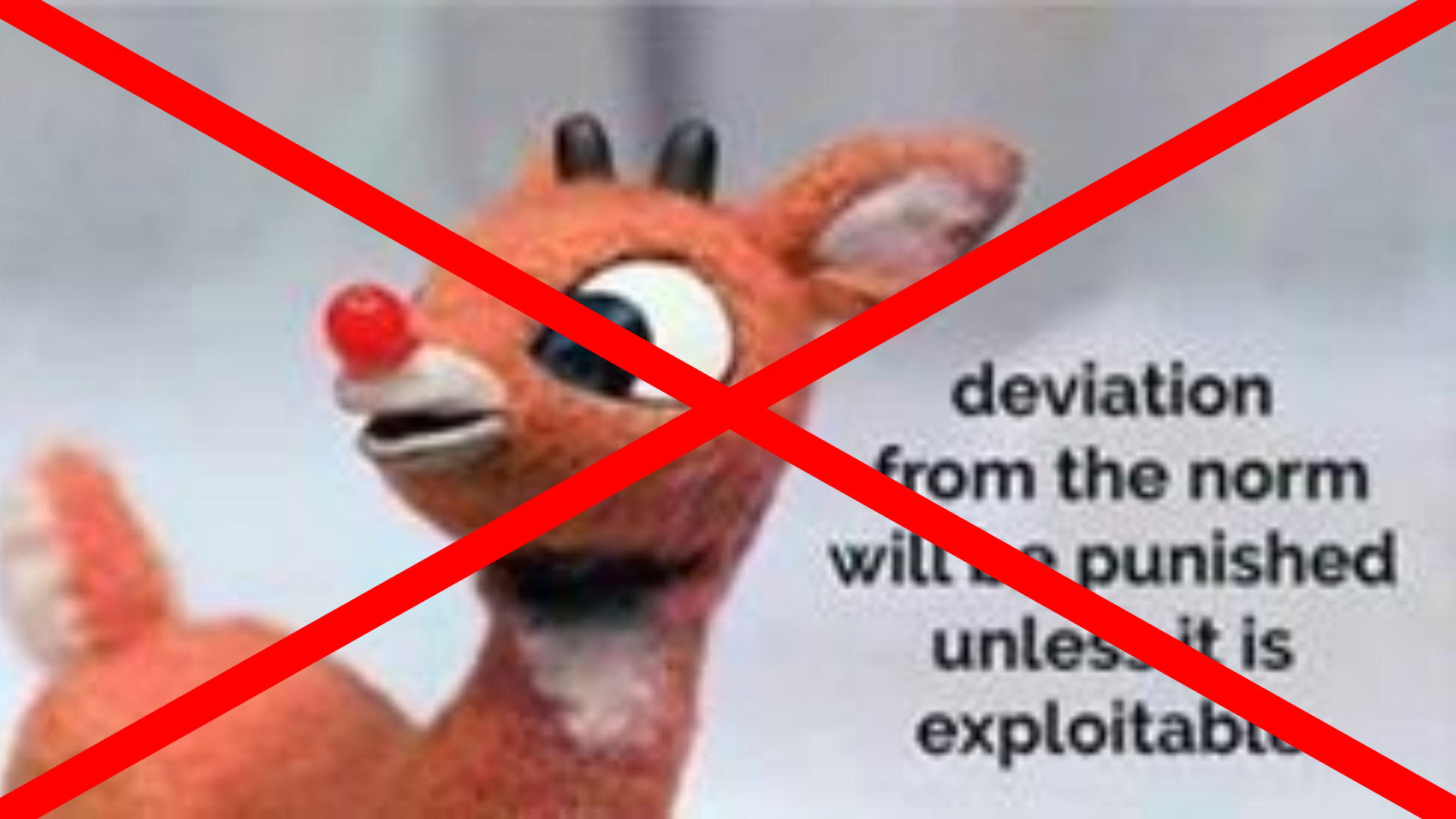
What do we, as a class, want from this semester?

Previous semesters in numbers...

Fall 2015 -	78
Spring 2016 -	84
Fall 2016 -	74
OVERALL MEDIAN GRADE	**78**
Spring 2017 -	**86**
Fall 2017 -	**94**




deviation
from the norm
will be punished
unless it is
exploitable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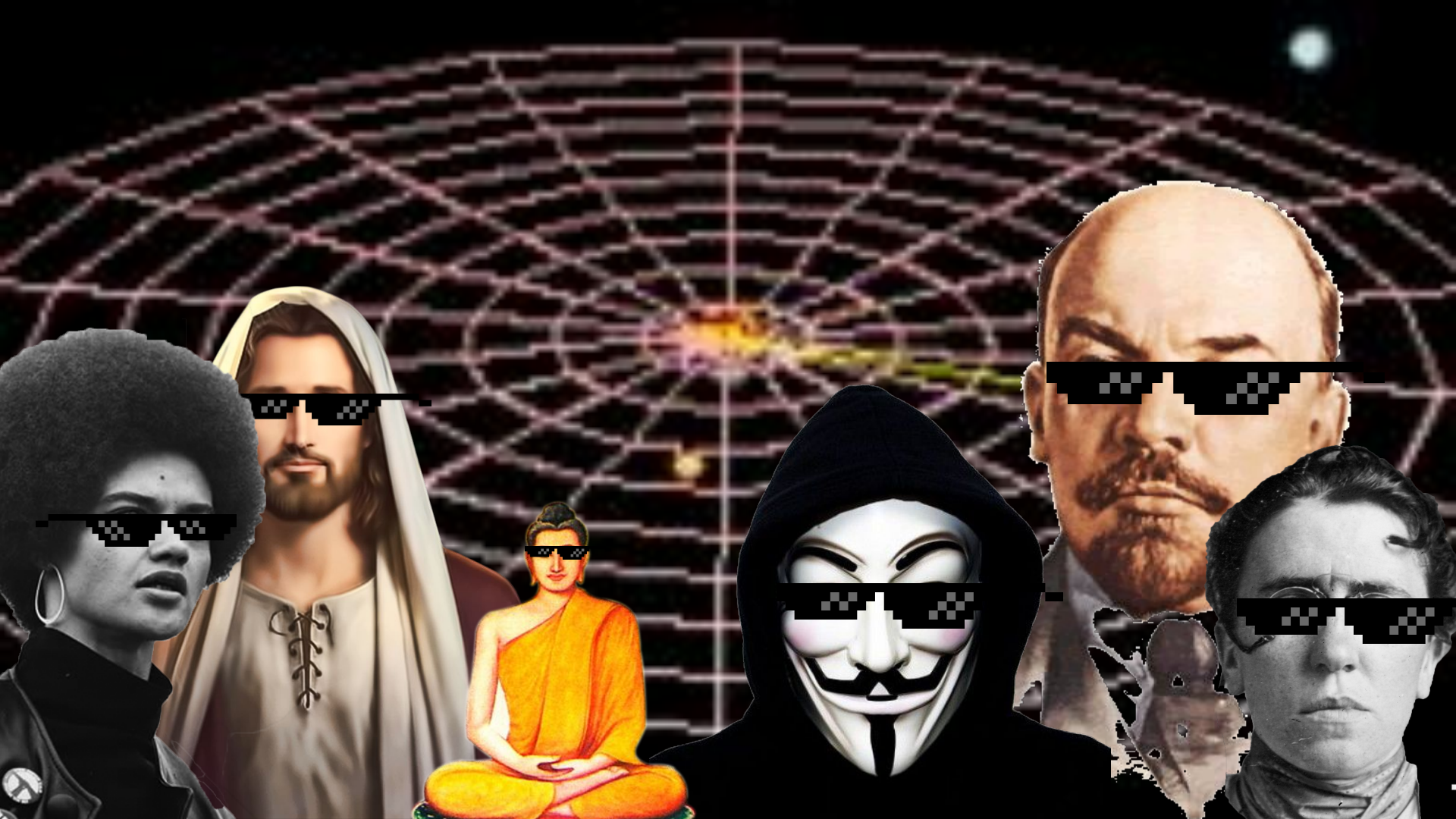


SYLLABUS

link

Attendance / Participation (¼/component)

Come to class on time every week. Share your awesome work to the blog before class starts.

Communal Rubric (¼/component)

During the final presentations, students will assess their peers for achievement of objective achievement. The average of these peer evaluations of communal goals will determine a quarter of the grade.

Please note that objectives that veer outside the instructor's knowledge and expertise will likely be entirely student driven.

Examples:

Competency in importing 3D models from Cinema4D or Blender
Be able to successfully drive 3D animations and rigged models in Unity.

Instructor's Rubric (¼/component)

Instructor Learning Outcomes/Objectives

By the end of this course, students should...

1. Demonstrate clear mastery or growth of *goal achievement using code* throughout the course, as shown by each of the weekly assignments.
2. Successfully employ *fundamental programming concepts* (loops, conditional statements, arrays, etc.) in pursuit of solutions to novel coding problems.
3. Clearly communicate coding strategies used in pursuit of these solutions both verbally AND in the form of comments left within their code.
4. Possess a *basic familiarity and functional understanding of Git* and version control software and services.
5. Students should have *a **robust** understanding of the nature of Object-Oriented Programming*, being *able to manipulate object and class relationships* both in the Unity Editor and using C#/Unity API scripting.

Individual Rubric (¼/component)

The student will assess their own performance and achievement of goals they decided upon at the beginning of the semester.

FINAL PRESENTATIONS (~15 minutes)

The final presentations will convey the progress achieved throughout the semester, in pursuit of those goals outlined by the individual, the class community and the instructor.

The class community will evaluate each presentation as having achieved or not achieved the communal goals.

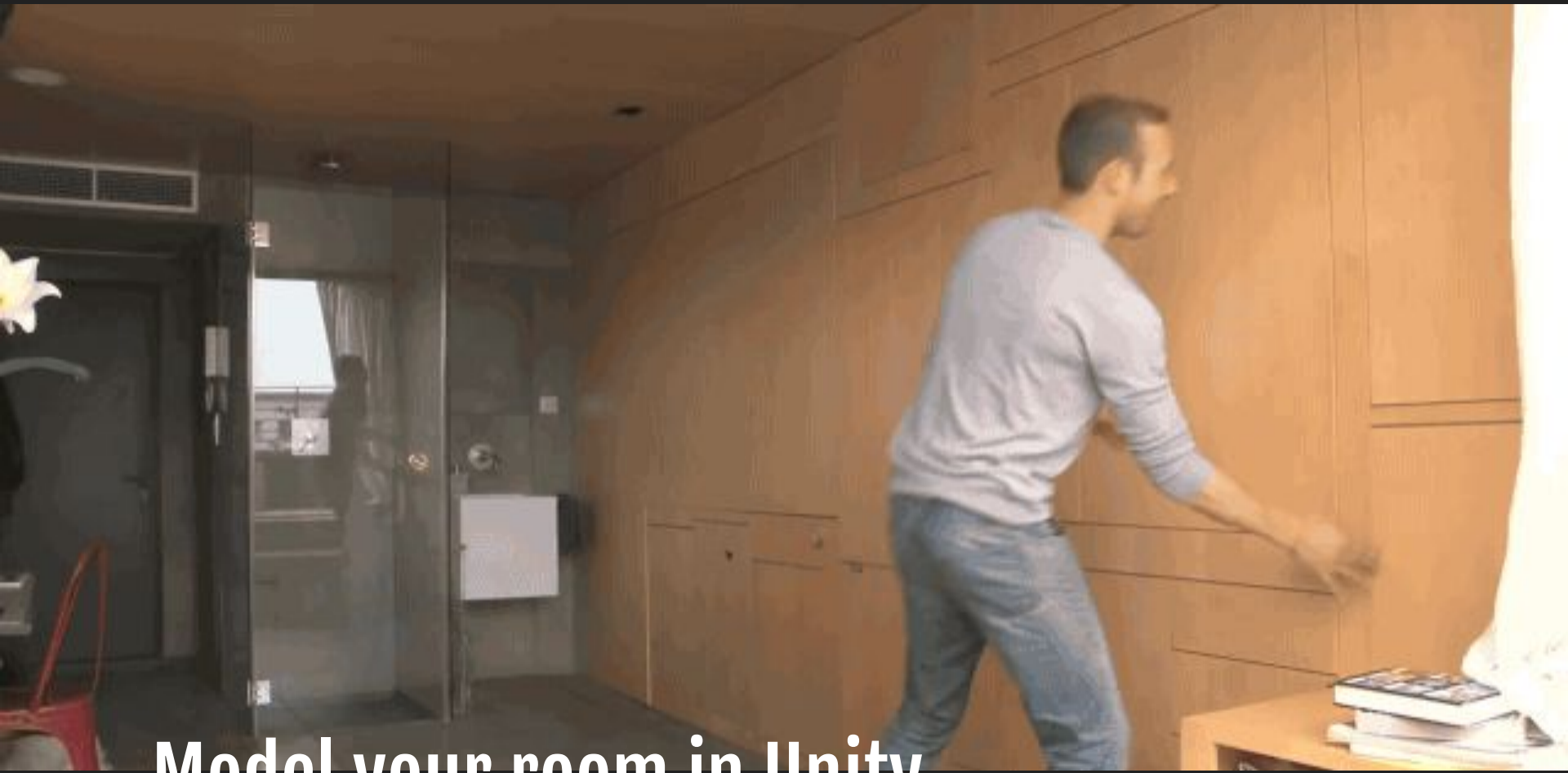
When preparing your presentation, consider the following:
Did you achieve this goal? How? What did you learn? What could have been improved upon?

GD205 Ryver Tips & Guidelines

- Your username is up to you, but you must use your **first and last name** as your display name. This is the only way you will get credit for your posts.
- A recap of each week will be posted as a sticky to the team. Check it if you need to review the assignment or slides from the past week.
- Make sure your homework REPLIES go in the private team “[Semester] - GD205 Game Programming II”
- Chat with other game design students in other classes in the “Hostos Game Design” open forum
- Feel free to create private teams with your peers for group projects or just to chat.
- If you feel lost about how to do something in Ryver, they’ve created tutorials on YouTube that will walk you through the process.

Geeiht huub

Sign up! github.com



Model your room in Unity

- Unity Background
- Project folder structure
- Scene view / Game view
- Inspector

- 3D basics
- Coordinates -- global vs local
- Vectors
- Cameras
- Polygons, edges, vertices, meshes
- Materials, textures, shaders
- Height maps, bump maps
- Rigid body physics
- Collision detection
- Assets, packages

- Object Model
- Instances

HOMEWORK

- Bring in 5 communal objectives for the class to discuss next week.
- Bring in 5 individual objectives
- CE1
  - Share your room designs
  - Share your Github Pages
  - Discussion on “What is Code?”
  - Review vocabulary