

Course Syllabus

Building Your Own Game Engine

Contact

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Course Description

This course covers the architecture, implementation, and applications of various topics related to game development and game engine design. A prior knowledge of object oriented programming in a language such as C++, C#, Java, or Actionscript is required.

Materials

All materials will be provided via class lectures or links to freely accessible Internet sites. Students are required to have access to a Windows based (virtual) machine in order to run the open source IDE “FlashDevelop 4” or be comfortable enough with command line tools to utilize Adobe’s Flex platform on Windows, Linux, or Mac OS X.

Grading

Students are graded in the following categories.

<u>Category</u>	<u>Amount</u>
Attendance	20%
Homework Assignments	40%
Exam	10%
Final Project	30%
<i>TOTAL</i>	<i>100%</i>

There is no penalty for turning in an assignment early. Late assignments will be penalized 10% each week they are late, starting the day they are due.

Extra credit may be given on a per-assignment basis, but is at the professor's discretion.

Expectations

Students are expected to model themselves in a manner indicative of a professional game studio environment. This includes making sufficient time, away from the weekly class meeting, in order to complete tasks, and explore ancillary subject matter on your own. Collaboration is permitted within the parameters of each assignment or project.

The Internet, books, and peers may be utilized as aids to complete an assignment or the final

project, with the caveat that the student has performed the majority of the work and integration on their own. All non-student code must be attributed to its source(s), including help from peers, and 3rd party libraries. When in doubt, ask the professor for clarification.

Students who turn in similar looking code, will be requested to take a quiz; proving mastery of the code's subject matter.

Any code improperly attributed will be considered plagiarized, with a resulting 0% score for that assignment or project.

Students are expected to attend every class.

Late attendance will result in 1% lost of the student's total grade.

Missing a class, without prior consent results in losing 10% (a letter) of the student's total grade.

Except for extreme circumstance (e.g., hospitalization) at least 2 hours notice must be given to be considered for permission in having an absence without penalty.

Topics

Topics vary in length of coverage base on their complexity. Some weeks may cover multiple topics, and some topics may cover more than one week. The order in which topics will be covered is roughly:

1. Dev Environment, OO concepts review, Flash Basics
2. Detailed look at pieces of an engine / Integrating
3. Building a game with an engine

UB Academic Policies

Academic Integrity

The University of Baltimore comprises a community of students, faculty, administrators, and staff who share a commitment to learning. Since the practice of academic honesty is essential to learning, the university has established the following policy for academic honesty. The

university's Academic Integrity Policy is derived from the following convictions:

that honesty is the foundation of personal integrity that honesty promotes substantive learning that honesty validates the recognition of scholarly achievement that honesty demonstrates respect for the work of others, enabling effective cooperation

Students, faculty, administrators, and staff share responsibility for fostering academic honesty.

The practice of honesty requires an ongoing discussion of activities that may violate the spirit of honesty. It requires active discouragement of dishonesty. While the Academic Integrity Policy places primary emphasis in fostering honesty, it recognizes the need for clear consequences of behavior that violates the policy, together with fair procedures for judging alleged cases of dishonesty.

Nondiscrimination Statement

The University of Baltimore does not discriminate on the basis of race, religion, age, color, national origin, sex, sexual orientation or disability in its programs, activities, or employment practices. Inquiries regarding discrimination related to educational programs and activities should be directed to Kathleen Anderson, Dean of Students, University of Baltimore, Academic Center 112, 1420 North Charles Street, Baltimore, Maryland 21201-5779; 410.837.4755. Inquiries regarding employment discrimination should be directed to Rebecca Spence, Affirmative Action Officer, University of Baltimore, 1030 North Charles Street, 3rd Floor, Baltimore, Maryland 21201-5779; 410.837.5410.

Accessibility Policy

The University of Baltimore is committed to providing barrier-free education to physically handicapped students and is actively working to bring its facilities and programs into full compliance with Section 504 of the Rehabilitation Act of 1973 as amended (P.L. 93-112, P.L. 93-516). It is the policy of the university to reassign classes to accessible buildings whenever conflict arises for a handicapped student.

Privacy Act

Public Law 93-380 (Family Educational Rights and Privacy Act of 1974, also known as the "The Buckley Amendment") provides certain rights to students (and in some cases parents) concerning access to educational records. Briefly, these rights are of two kinds: the student has the right to examine his/her records, to challenge items the student believes are incorrect, and to appeal a decision made by the university concerning such items to the Department of Education the student's privacy rights may not be waived without the student's written consent, except to authorized personnel of the university and other educational institutions. The act provides that certain items designated as directory information may be released by the university. A complete copy of the HEW regulations from the Federal Register of June 17, 1976 is available in the Office of the Vice President of Student Affairs and Enrollment Management. Offices where students' records are kept are Records and Transcripts and, in some cases as applicable, Financial Aid, vice president for student affairs and enrollment management, Admissions, Law Admissions, and those of the academic deans. For more specific information on your privacy rights, view the [FERPA for Students](#) page on the UB website.

Grades

University policy forbids the public display of student grades in any form including the use of the telephone to inform students of their grades. At the option of the instructor, arrangements may be made to inform students of particular course grades by personal mail only. Official grade reports are sent to each student within three weeks of the end of each semester period. Students may use MyUB to access their files for grades.