




Introduction to Games Development

Lecture 1



i2gd

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COMP07028

**Intro to Games Development
on Moodle**

Course Structure

- 8 Lectures
 - 1 hour
 - History of Video Games
 - Game Design
- 10 Labs
 - Practical sessions

Attendance

Attendance at lecture is compulsory

Attendance at labs is compulsory

**Failure to attend will
result in you being
withdrawn from the
course**

Assessment

Game Design Document

Submitted in week 6

Worth 10%

Multiple Choice Assessment

Taken in week 10

Worth 10%

Assessment

Game

Submitted in week 11
Worth 50%

Poster

Submitted in week 11
Worth 10%

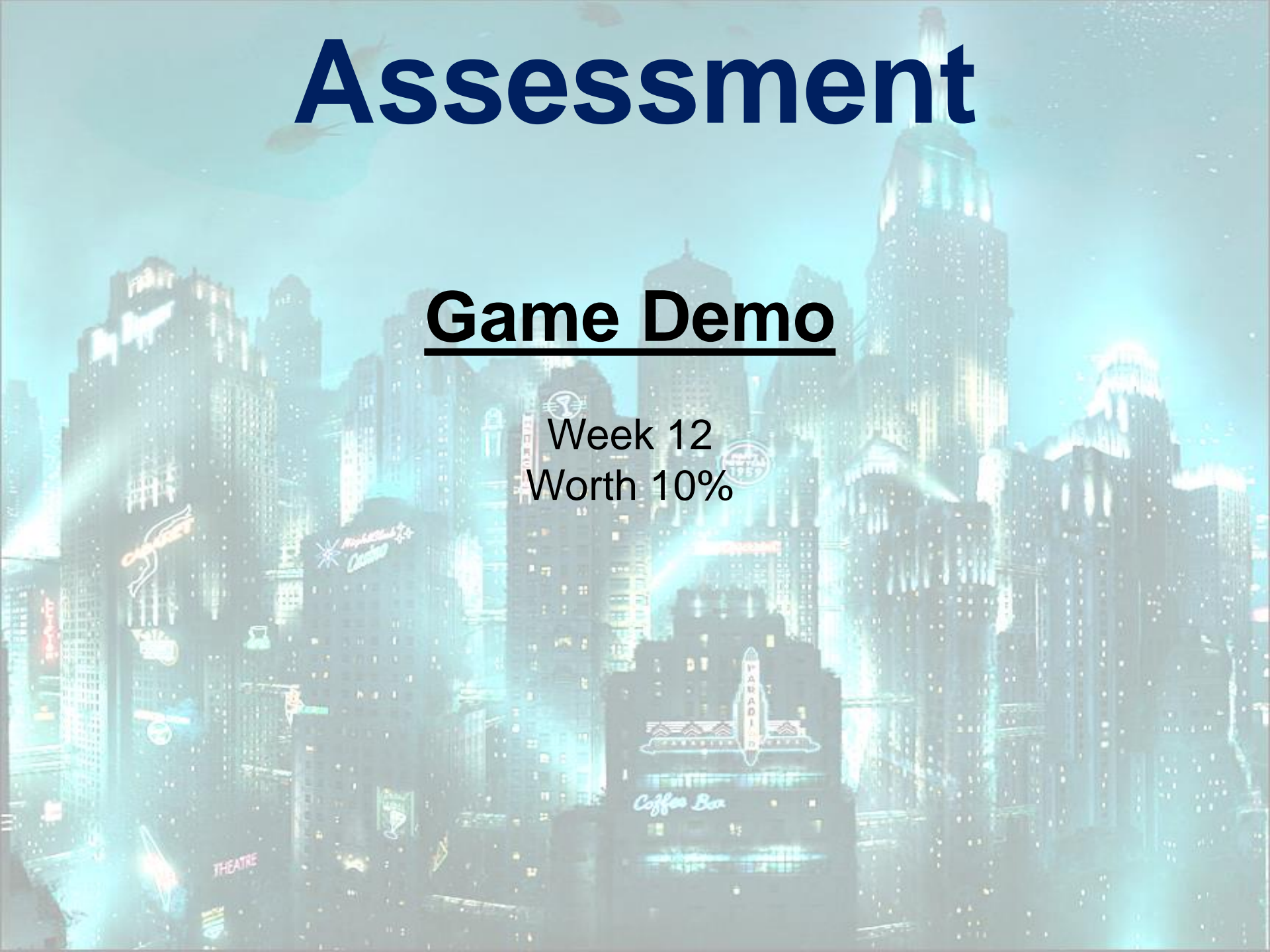
DVD Case

Submitted in week 11
Worth 10%

Assessment

Game Demo

Week 12
Worth 10%



Assessment

In games development meeting deadlines is extremely important.

In i2gd, hand-in deadlines are fixed and not negotiable.

If you submit an assessment up to one week late you lose 10% of the available marks.

Submit later and you get zero.

Today

Access the Moodle site.

Follow the tutorial guide in the software to complete the basic tutorials.

Feel free to make changes to the games until you have other versions you are happy with.

Lastly, ENJOY!