# Course Details

**Course ID:** CIT 340: Game Development I: 2D – Section 101 – CRN 1668

**Meeting Times:** Monday, Wednesday and Friday, 9:00AM – 9:50AM

**Location:** Weisburg Family Applied Engineering Complex (WAEC) Rm. 1104

**Course Description:** This is a three (3) credit hour course. This course covers the computer software industry, history and the role of a creative game development team. Students will participate in the game development process, including art, animation, programming, music, sound and writing.

**Prerequisites**: CIT or IST 236: Data Structures

**Required Texts:** *Introduction to Game Design, Prototyping, and Development***,** by Gibson, Jeremy; Pearson Education, Inc.

 ISBN: 9780321933164

Suggested Texts: *The Art of Game Design***,** 2nd Edition, by Schell; CRC Press.

 ISBN: 9781466598645

# Instructor

**Name:** Matthew Mundell

**Office:**  Prichard Hall 208

**Phone:**  (304) 696-3436

**Email:**  mundell2@marshall.edu

**Office Hours:** MWF: 12 – 1PM

 TR: 9:30 – 11AM

Or by appointment.

# Objectives

There will be three (3) contact hours of classroom lecture and discussion per week. Coursework will include classroom lectures, assignments, and projects along with in-class discussion.

|  |  |  |
| --- | --- | --- |
| **Learning Outcomes** | **Practice** | **Assessment** |
| Students will be introduced to the structure of interactive media and the video game industry. | In class lecture, discussion, and hands-on examples | Group Game Project |
| Students will be introduced to the game production process including prototyping, development, and playtesting. | In class lecture, discussion, and hands-on examples | Assignments 1-4, Group Game Project |
| Students will learn about topics of game design such as player motivation, game narrative and gameplay programming. | In class lecture, discussion, and hands-on examples | Assignments 2-4, Group Game Project |
| Students will learn to use the Unity game engine to create interactive games and experiences. | In class lecture, discussion, and hands-on examples | Assignments 1-4, Group Game Project |

# Policies

## Computer Requirements

Course materials will be provided through MUOnline (<http://www.marshall.edu/muonline/>). Class announcements and other communications will be sent using your Blackboard account. You can reach me by emailing me through MUOnline or at my Marshall email (mundell2@marshall.edu). Please use your official Marshall University email address when sending class related communications. It’s good practice to check your email and MUOnline frequently (at least once a day). If you have a smart phone, I encourage you to setup your Marshall account on it so you get notified as soon as possible when you receive email.

We will use the popular game engine Unity (version 2018.2) for game development. Unity provides a free version for use on personal computers, which can be downloaded at <https://store.unity.com/download?ref=personal>. Please be aware that plus or pro-only features used will not work on a free personal version; assignments will not require any plus or pro-only features.

Unity also allows you to use Microsoft Visual Studio as a programming environment, and many of you will already be comfortable with it from other classes. Visual Studio 2017 is provided on university computers. As students in the College of Science, you also have access to put this on your personal computers through the Microsoft Imagine Premium program accessible via <http://www.marshall.edu/cos/software/>. Or, simply download the free community edition at <https://visualstudio.microsoft.com/downloads/>. For Mac users, you can use Visual Studio Code instead.

## Attendance

Attendance is worth 10% of your final grade. Your attendance grade will be reduced for each **unexcused** absence after your 3rd (In other words, you can miss 3 classes before it starts to hurt your grade).

If you miss class, **you are still responsible for all assignments and exams.**  If you have obligations which will cause you to miss an exam and inform me ahead of time OR you provide a University Excused Absence for an exam day, a make-up exam time will be arranged. Otherwise, missed exams will receive a grade of zero (0).

## Grading

Coursework will account for the following percentages of your final grade:

Assignments: 60%

Final Game Project: 30%

 Deliverable 1: Plan 10%

 Deliverable 2: Prototype 20%

 Deliverable 3: Alpha Version 30%

 Deliverable 4: Finished Project 40%

Attendance: 10%

Final letter grades are determined based on the following scale:

90-100% A

80-89% B

70-79% C

60-69% D

0-59% F

The instructor reserves the right to change these values depending on overall class performance and/or extenuating circumstances.

### Submission Guidelines

Assignments will be given and turned in through MUOnline unless otherwise noted. Programming projects should be submitted as a compressed .zip file containing all relevant files, including solution (.sln), source and header files, .exe, and output files if applicable. Submissions should follow the following naming convention:

CIT340\_*LastName*\_*FirstInitial*\_*AssignmentName*.zip

### Assessment of Work

Grading of coursework will primarily be based on correctness and in the case of larger projects, completeness of provided requirements; in other words, if a given program compiles without error and exhibits the required functionality. However, points may also be deducted for redundant or unnecessary code, lack of proper documentation, poor readability (indentation, naming schemes, etc.), lack of robustness (how easily your code can be broken), and warnings or logical errors.

While students are encouraged to help each other learn and study, you are responsible for turning in your own work. If you give or receive assistance to/from another student, please include a comment about it with your submission, or it may be investigated as Academic Dishonesty (see below).

### Late Policy

Unless otherwise noted, all assignments are due by midnight on the provided due date. Assignments turned in late will receive a penalty of **5% off per day late after the first day** (so if you are 5 minutes late there will be no penalty, 1 day late and it will be 5% off, 2 days will be 10% off, etc.). No late work will be accepted after **Friday, December 14**.

If you have trouble understanding something which prevents you from completing an assignment on time, please ask in class, email or visit my office during office hours and I will happily help you. And remember, if you have to turn something in late, a few points **and** **the experience** are better than nothing.

## Inclement Weather

Students can find information concerning Marshall’s policy regarding inclement weather regarding inclement weather online via <http://www.marshall.edu/ucomm/weatheremergency-closings/>. Please note that a two-hour delay means that this class would be cancelled and classes that begin at 10:00 a.m. begin on time.

## Withdrawal Policy

This course follows standard University policy for withdrawals. The last day to drop this course with a “W” is **October 26**.

## Cell Phones

Please be respectful of others and set your phone to ‘Silent’ or ‘Vibrate’ during class. If you need to take a call, please take it outside.

## Academic Dishonesty

As described in the Marshall University Creed, Marshall University is an “Ethical Community reflecting honesty, integrity and fairness in both academic and extracurricular activities.” Academic Dishonesty is something that will not be tolerated as these actions are fundamentally opposed to “assuring the integrity of the curriculum through the maintenance of rigorous standards and high expectations for student learning and performance” as described in Marshall University’s Statement of Philosophy. A student, by voluntarily accepting admission to the institution or enrolling in a class or course of study offered by Marshall University accepts the academic requirements and criteria of the institution. It is the student’s responsibility to be aware of policies regulating academic conduct, including the definitions of academic dishonesty, the possible sanctions and the appeal process. For the purposes of this policy, an academic exercise is defined as any assignment, whether graded or ungraded, that is given in an academic course or must be completed toward the completion of degree or certification requirements. This includes, but is not limited to: Exams, quizzes, papers, oral presentations, data gathering and analysis, practical and creative work of any kind.

If you are found cheating on projects or plagiarizing answers from the Internet or other sources there will be no second chance. In this course, STUDENTS ARE NOT TO “COPY & PASTE” MATERIAL FROM A SOURCE INTO ANY ASSIGNMENT UNLESS SPECIFICALLY AUTHORIZED BY THE INSTRUCTOR. Your penalty is that you will receive a failing grade for the course. In those cases in which the offense is particularly flagrant or where there are other aggravating circumstances, additional, non-academic, sanctions may be pursued through the Office of Judicial Affairs. Notice of an act of academic dishonesty will be reported to the Department Chair, Dean of the College of Science, and to the Office of Academic Affairs. Please refer to the Marshall University Undergraduate Catalog for a full definition of academic dishonesty.

## University Policy

By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy by going to [www.marshall.edu/academic-affairs](http://www.marshall.edu/academic-affairs) and clicking on “Marshall University Policies.” Or, you can access the policies directly by going to [www.marshall.edu/academic-affairs/policies/](http://www.marshall.edu/academic-affairs/policies/).

*Academic Dishonesty/Excused Absence Policy for Undergraduates/Computing Services Acceptable Use/Inclement Weather/Dead Week/Students with Disabilities/Academic Forgiveness/Academic Probation and Suspension/Academic Rights and Responsibilities of Students/Affirmative Action/Sexual Harassment*

# Schedule

The following is a tentative class schedule with topics and due dates. This can change based on class progress or extenuating circumstances.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week 1 | M | 20-Aug | Overview and Syllabus |  |
| W | 22-Aug | Chapter 16: Intro to Unity  |  |
| F | 24-Aug | Chapter 28: Example Game 1 and a C# Primer |  |
| Week 2 | M | 27-Aug |  |  |
| W | 29-Aug |  |  |
| F | 31-Aug | Chapter 1 | Assignment 1 Due |
| Week 3 | M | 3-Sep | Labor Day – University Closed |
| W | 5-Sep | Chapter 29: Example Game 2 |  |
| F | 7-Sep | Chapter 2 |  |
| Week 4 | M | 10-Sep |  |  |
| W | 12-Sep |  |  |
| F | 14-Sep | Chapter 3 | Assignment 2 Due |
| Week 5 | M | 17-Sep | Chapter 30: Example Game 3 |  |
| W | 19-Sep |  |  |
| F | 21-Sep | Chapter 4 |  |
| Week 6 | M | 24-Sep |  |  |
| W | 26-Sep |  |  |
| F | 28-Sep | Chapter 5 | Assignment 3 Due |
| Week 7 | M | 1-Oct |  |  |
| W | 3-Oct |  |  |
| F | 5-Oct | Chapter 6 |  |
| Week 8 | M | 8-Oct | Start Example Game 4 |  |
| W | 10-Oct |  |  |
| F | 12-Oct | Chapter 7 | Assignment 4 Due |
| Week 9 | M | 15-Oct | Form Groups |  |
| W | 17-Oct |  |  |
| F | 19-Oct | Chapter 8 | Deliverable 1 Due |
| Week 10 | M | 22-Oct |  |  |
| W | 24-Oct |  |  |
| F | 26-Oct | Chapter 9 |  |
| Week 11 | M | 29-Oct | Start Example Game 5 |  |
| W | 31-Oct |  |  |
| F | 2-Nov | Chapter 10, Playtest Day | Deliverable 2 Due **in class** |
| Week 12 | M | 5-Nov |  |  |
| W | 7-Nov |  |  |
| F | 9-Nov | Chapter 11 |  |
| Week 13 | M | 12-Nov |  |  |
| W | 14-Nov |  |  |
| F | 16-Nov | Chapter 12 |  |
| Week 14 | M | 19-Nov | Thanksgiving Break – University Closed |
| W | 21-Nov |
| F | 23-Nov |
| Week 15 | M | 26-Nov |  |  |
| W | 28-Nov |  |  |
| F | 30-Nov | Chapter 13, Playtest Day | Deliverable 3 Due **in class** |
| Week 16 | M | 3-Dec | Dead Week |  |
| W | 5-Dec |  |  |
| F | 7-Dec | Chapter 14, 15 |  |
| Week 17 | F | 14-Dec | No in class Exam. | Deliverable 4: Final Project Due |