Course Syllabus - Fall 2014

Course Title/Number: Game Development I: 2D / IST 360
Location: Prichard Hall 200
Times: TR 2:00 pm - 3:15 pm
Instructor: Dr. Alice Lin
Office: 346 Old Main
Phone: (304) 696-6418
E-Mail: lina@marshall.edu
Office hours: TR 10:30-12:00, 3:30 - 5:00
Other times by appointment

University Policies: By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy by going to http://www.marshall.edu/academic-affairs and clicking on "Marshall University Policies." Or, you can access the policies directly by going to http://www.marshall.edu/academic-affairs/?page_id=802

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

Course Description:
Covers 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.

Textbook:
Beginning Game Programming, 4th Edition
Author: Jonathan S. Harbour
ISBN-10: 1305258959
ISBN-13: 9781305258952
Publisher: Cengage Learning PTR (July, 2014)

Reference Text:
Programming 2D Games
Author: Charles Kelly

ISBN: 9781466508682
Publisher: A K Peters/CRC Press; 1 edition (June 21, 2012)

Credit:
The course is three (3) credit hours. It includes classroom lectures, exams and project assignments.

Course Student Learning Outcomes:
By the end of this course, you should be able to:

- Understand the comprehensive process and roles within the video game development process
- Demonstrate a programming knowledge for gaming with 2D vector graphics, audio
- Demonstrate game sprite and animation programming
- Demonstrate the loading and controlling of various game graphics and backgrounds
- Overall, demonstrate the ability to produce a semi-complex computer games utilizing basic art, animation and programming skills

How Practiced in this Course:
In-class lectures, in-class examples, exams, programming assignments and project.

How Assessed in this Course:
Evaluation of student's performance will be based on the quality of your performance on the project, programming assignments, and exams.

Grading Policy:
Exams - 30%
Project - 30%
Programming Assignments - 40%

Final letter grades are determined based on the following grading scale:

90-100%	A
80-89%	B
70-79%	C
60-69%	D

Below 60 F

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

Attendance Policy:

Attendance is strongly encouraged. It is the student's responsibility to meet with instructor to discuss absences due to illness or other reasons. The university attendance policy will apply for excused absences.

Withdrawal Policy:

The University withdrawal policy is followed in this course. The last day to drop an individual course for the Fall Semester is October 31, 2014.

Course Schedule:

Please note this is a tentative schedule.

Week 1	8/25	Syllabus, Introduction
Week 2	9/1	Windows
Week 3	9/8	DirectX
Week 4	9/15	Game Engine
Week 5	9/22	Sprites and Animation
Week 6	9/29	Sprites and Animation
Week 7	10/6	Collision Detection
Week 8	10/13	Midterm Exam
Week 9	10/20	Audio
Week 10	10/27	Sprite Text
Week 11	11/3	Scrolling the Background
Week 12	11/10	Tiled Games
Week 13	11/17	Building a Complete Game
Week 14	11/24	Thanksgiving/Fall Break-Classes Dismissed
Week 15	12/1	Dead Week -Review
Week 16	12/8	Final Exam