

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:

Course Learning Outcomes	How Each Outcome is Practiced in this Course	How Each Outcome is Evaluated in this Course
Understand the comprehensive process and roles within the video game development process	In-class lectures, in-class examples and discussions, exams, programming assignments and project	project, programming assignments, and exams
Demonstrate a programming knowledge for gaming with 2D vector graphics, audio	In-class lectures, in-class examples and discussions, exams, programming assignments and project	project, programming assignments, and exams
Demonstrate game sprite and animation programming	In-class lectures, in-class examples and discussions, exams, programming assignments and project	project, programming assignments, and exams
Demonstrate the loading and controlling of various game graphics and backgrounds	In-class lectures, in-class examples and discussions, exams, programming assignments and project	project, programming assignments, and exams
Overall, demonstrate the ability to produce a semi-complex computer games utilizing basic art, animation and programming skills	In-class lectures, in-class examples and discussions, exams, programming assignments and project	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 (Programming Assignment 1 due)
Week 5	9/22	Sprites and Animation
Week 6	9/29	Sprites and Animation (Programming Assignment 2 due)
Week 7	10/6	Collision Detection
Week 8	10/13	Midterm Exam
Week 9	10/20	Audio (Programming Assignment 3 due)
Week 10	10/27	Sprite Text
Week 11	11/3	Scrolling the Background (Programming Assignment 4 due)
Week 12	11/10	Tiled Games
Week 13	11/17	Building a Complete Game (Programming Assignment 5 due)
Week 14	11/24	Thanksgiving/Fall Break-Classes Dismissed
Week 15	12/1	Dead Week –Review (Project due)
Week 16	12/8	Final Exam