MART 462.01: Mobile Game Programming

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Mobile Gaming
MART 462 Syllabus Spring 2022

MART 462
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You can contact me via TeamViewer or Zoom

Setup a meeting: https://calendly.com/michael-cassens/462-meeting

URL: http://umonline.umt.edu/

Overview:

As mobile devices have become ubiquitous in society, this class has become even more crucial than ever. One of the main goals of this class is to work with an external client to build a mobile solution. Students work in teams and find where their strengths and interests. Additionally, students are tasked with learning how learning how the interface for mobile devices make the user experience even more important.

Upon completing this course, a student will be able to:

Explain the fundamental concepts that are essential to mobile application development using a real-world application.

• Leverage game design techniques to implement a mobile application on Android and iOS
• Integrate specific assets effectively into a mobile application
• Work with a diverse project team
• Generate and apply test plans for a mobile application
• Deploy a mobile application to the store

Attendance:

Attendance is not mandatory however it is your responsibility to make up the work. Although the class is fully online, however, I am asking for weekly check-in sessions from each student via email, text, Zoom, etc.

Grading:

Homework 60%
Final Project/Portfolio 40%
Final Portfolios Turn In Friday May 13th, 2022 11:59 PM
All Assignments will be submitted through Moodle assignments. If you have trouble with your submission, please send them to michael.cassens@mso.umt.edu

Your subject must be MART 462 Assignment # (e.g MART 462 Assignment 1)

If you have multiple files, please zip all your files and label your file: “MART462LastNameAssignment1.zip”

Grading Scale

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P/NP – pass/no pass, 70 or greater is passing determined by Media Arts Department policy, which is a C or better.

Late Assignments:
- Late assignments will not be accepted. Sorry for the inconvenience.

Suggestions:
- It will be beneficial to read your specific text and ask as many questions as you can.
- Feel free to set up an appointment if you need help. I am here to help you understand and do well.

Collaboration:
- I encourage you all to work together through problems – make sure you comment who you worked with at the top of the page but copying and plagiarism will not be tolerated. If you are caught cheating, I will give you an F for the course.
- Please refer to the Student Conduct Code in how this will be dealt with: https://www.umt.edu/student-affairs/community-standards/student-code-of-conduct-2021-pdf

Incompletes:
"Incomplete for the course is not an option to be exercised at the discretion of students. In all cases it is given at the discretion of the instructor....” Some guidelines for receiving an incomplete are listed in the catalog which include having a passing grade up to three weeks before the end of the semester and being in attendance. "Negligence and indifference are not acceptable reasons. " Also note that there may be financial aid implications.

Late Drops:

The University’s policy on drops after 45 days of instruction is very specific. The School of Visual and Media Arts follows this policy rigorously. There are five circumstances under which a late drop might be approved: registration errors, accident or illness, family emergency, change in work schedule, no assessment of performance in class after this deadline. Except in very unusual circumstances, I will only approve late drops if there is documented justification for one of these circumstances.

COVID-19 policy:

"The University of Montana requires masks for every course being held in a classroom, lab, or studio until otherwise informed. "

- Mask use is required within the classroom or laboratory.
- If you feel sick and/or are exhibiting COVID-19 symptoms, please don't come to class and contact the Curry Health Center at (406) 243-4330.
- If you are required to isolate or quarantine, you will receive support in the class to ensure continued academic progress. (All classes will be held in a hybrid format with everything recorded. There is also a supplemental website)
- UM recommends students get the COVID-19 vaccine. Please direct your questions or concerns about vaccines to Curry Health Center.
- Where social distancing (maintaining consistent 6 feet between individuals) is not possible, specific seating arrangements will be used to support contact tracing efforts.
- Class attendance and seating will be recorded to support contact tracing efforts.
- Drinking liquids and eating food is discouraged within the classroom.
- Please note this class is being recorded. Notifying students is a requirement if this is the case.

Land Acknowledgement:

The University of Montana acknowledges that we are in the aboriginal territories of the Salish and Kalispel people Today, we honor the path they have always shown us in caring for this place for the generations to come.

Inclusion Policies:
The University of Montana values leadership, engagement, diversity, and sustainability, because our institution is committed to respect, welcome, encourage, and celebrate the differences among us. As members of the University of Montana community, we aspire to:

- Respect the dignity and rights of all persons.
- Practice honesty, trustworthiness, and academic integrity.
- Promote justice, learning, individual success, and service.
- Act as good stewards of institutional resources.
- Respect the natural environment.

The College of the Arts and Media at the University of Montana, has chosen to actively pursue equity and access for all persons. In this charge we will be researching, planning, and implementing ways in which our culture can be more accessible, inclusive, equitable, sustainable. It is not enough to be anti-bias in principle without being equitable in action. We will implement these actions organized by a group of students, faculty, and staff across the entire College in an ongoing way.

**Student Support Resources**

**Academic Misconduct and the Student Conduct Code**

"This Code of Conduct embodies and promotes honesty, integrity, accountability, and duties associated with citizenship as a student in our community at the University of Montana. This Code exists to protect the interests of the community and dignity of its members, and to challenge those behaviors which are not in accordance with our policies". The Code is available for review online at https://www.umt.edu/student-affairs/community-standards/student-code-of-conduct-2021-pdf

**Accommodations**

"Students with disabilities may request reasonable modifications by contacting the DSS office. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). For more information, please consult http://www.umt.edu/disability."

**The Writing and Public Speaking Center** provides one-on-one tutoring to students at all levels and at any time in the writing process. Visit now. Visit often. We’re ready when you are. www.umt.edu/writingcenter.

**Mental Health and Wellbeing Policy:** The University of Montana is committed to advancing the mental health and wellbeing of its students. If you or someone you know is feeling overwhelmed, depressed, and/or in need of support, services are available. For help, visit https://www.umt.edu/diversity/resources/mental-health.php

**Stay connected:**

Please join SVMA social media to stay informed about events and happenings in our school.
Class Etiquette:
• Be respectful of your fellow classmates.
• Call me anytime if you have a question.
• Profanity and Obscenity will not be tolerated in class or assignments.

Special Dates:
• Jan 17th, 2022 – Martin Luther King Jr. Day – No class
• Feb 21st, 2022 – President’s Day – No Class
• March 21st-25th, 2022 – Spring Break – No class
• May 6th, 2022 – Last Day of Class
• Final Project Turn In: May 13th, 2022 11:59 pm

Tentative Schedule:
Week 1 Syllabus Introduction, Thunkable, Group Formation
Week 2 Corona SDK
Week 3 Corona SDK cont.
Week 4 Introduction to the Swift programming language
Week 5 Swift cont.
Week 6 Building a game in Swift
Week 7 Deploying an Application to iTunes
Week 8 Presentations
Week 9 Introduction Android Development in Android Studio
Week 10 Spring Break
Week 11 Building Simple Forms in Android Studio and Examining the Interface
Week 12 Building Games in Android Studio, Permissions, and XML
Week 13 Deploying to the Google Play Store
Week 14 Introduction to Xamarin and Visual Studio, MonoGame
Week 15 Building a simple cross-platform game in Xamarin
Week 16 Presentations
Week 17 Finals – Turn in a final project

Project Assignment:
• Week 2 – Milestone 1 due (Project Idea)
• Week 4 – Milestone 2 due (Specifications, Proof of Concept submission)
• Week 6 – Milestone 3 due (Design)
• Week 8 – Presentation I
• Week 11 – Milestone 4 due (Progress Report on Implementation, Turn in working version)
• Week 12 - Milestone 5 due (Progress Report on Implement, Testing)
• Week 16 – Presentation II
• Week 17 – Final Projects turn in: May 13th, 2022 11:59 PM