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CSCI 412.01: Introduction to Game Programming

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Introduction to Game Programming CSCI 412

Syllabus

Spring 2014

CSCI 412 Section 1

Instructor: Michael Cassens

Office: SS 411

Office Hours: MWF 11-12 or by appt.

Phone: 406-370-1684

Email : michael.cassens@mso.umt.edu

Overview:

This class is designed to cover a number of topics in game and mobile application programming.

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

Explain the fundamental concepts that are essential to game and mobile application development, including but not limited to:

- Leverage game design techniques to implement a project
- Integrate specific gaming or mobile platforms
- Work with a diverse project team
- Implement a game or mobile application
- Generate and apply test plans for a game or mobile application
- Deploy a game or mobile application to the store

Attendance:

This course meets three times a week – Mondays, Wednesdays, and Fridays from 3:10 – 4:00 pm. You are required to attend all class sessions. If you must miss, it is your responsibility to get the assignments from classmates or from me. If you miss an exam, you will not be able to make it up. Occasionally, I need to travel out of town and on those days, we will have a guest lecture or we will have class via Moodle. Class time concentrates using a seminar style format and a presentation format. This time will greatly benefit your overall knowledge and understanding and help you complete the assignments.

Graduate Student Increment:

Graduate students will be required to complete an extra project not regularly required for the course. They will include a description and overview of this project during the final presentations.

Examples of this project could include:

- A supporting website for a mobile application game where users can discuss the application or game through a forum-like structure

- A secondary deployment of a mobile application or game on another mobile platform or gaming environment.
 - For example, if a mobile application is developed for Apple's iOS, then they must also create the same application for the Android OS, Windows OS or for the web or some other gaming platform.
- Create a monetary exchange website that can be used within the mobile application or game. This should be a separate database driven site allowing users to purchase gaming currency to enhance their character or world.

Grading:

Homework and Labs 50%

Final Exam 50%

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 CSCI 412 Assignment # (e.g CSCI 412 Assignment 1)

Please zip all your files and label your file:

"CSCI412LastNameAssignment1.zip"

Grading Scale

100-90 A, A-	79-70 C+, C, C-	59-and beyond F
89-80 B+, B, B-	69-60 D+, D, D-	

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

Late Assignments:

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

Requirements

- Required Texts:
 - **None**
- Suggested Texts:
 - **Fundamentals of Game Development – Heather Maxwell Chandler**
 - **Learning XNA 4.0: Game Development for the PC, Xbox 360, and Windows Phone 7 – Aaron Reed**
 - **Professional Android 4 Application Development**
 - **Programming iOS 7**
 - **Windows 8 and Windows Phone 8 Game Development**
 - **LÖVE for Lua Game Programming**

- **Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development**
- **Corona SDK Mobile Game Development: Beginner's Guide**

- You must have taken at least a Data Structures and Software Engineering or consent of instructor.

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, 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: http://life.umt.edu/vpsa/student_conduct.php

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. Please refer to the Registrar's office for more details. The Computer Science Department 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.

Disabilities:

Students with disabilities should notify the instructor at the beginning of the course. Disabilities should be "certified" by DSS.

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.

Tentative Schedule:

Week 1 Syllabus, Article 1, Introduction, Group Formation
Week 2 Article 2, Roles on the Team, Web
Week 3 Article 3, Effective Communication
Week 4 Article 4, Game Production
Week 5 Article 5, Game Concept and Characters
Week 6 Article 6, Game Requirements
Week 7 Article 7, Game Plane, Class from 6-9 PM
Week 8 Article 8, Production Cycle
Week 9 Article 9, Voiceover and Music
Week 10 Article 10, Testing
Week 11 Spring Break
Week 12 Article 11, Marketing
Week 13 Article 12, Deploying – need product done by here.
Week 14 Presentations
Week 15 Presentations
Week 16 Finals

Project Assignment:

Week 2 – Milestone 1 due (Project Idea)
Week 4 – Milestone 2 due (Specifications)
Week 6 – Milestone 3 due (Design)
Week 8 – Milestone 4 due (Progress Report on Implement)
Week 10 - Presentation
Week 12 - Milestone 5 due (Progress Report on Implement)
Week 14 - Presentation
Week 16 – Final Projects due during finals