Project Development I
Project Development II
Game and Simulation Group Project

Course:

GAME 2332: Project Development I
GAME 2334: Project Development II
GAME 2359: Game and Simulation Group Project

Section:

3 credit hours; Summer 2010; Section 8201 - Tuesdays & Thursdays, 1:00pm - 4:50pm; Room T250

Instructor:

Instructor’s name: John Anthony Purdy
E-mail address: ProfessorPurdy@gmail.com
Richland phone: 972-238-6140 (Adjunct Faculty Office) - leave message
Office Number: A110 - ACCESS Office
Office Hours: (if any)
Mail Box Location: A110 - ACCESS Office

Prerequisite:

For Game 2332: Program coordinator or instructor approval.
For Game 2334: GAME 2332: Project Development I
For Game 2359: GAME 1359 or instructor approval.

Course Description:

GAME 2332/2334/2359: Skill development in an original modification based on a current game engine. Includes management of version control; development of project timeliness; integration of sound, models, and animation; production of demos; and creation of original levels, characters, and/or content for a real-time multiplayer game. Continuation of an original modification based on a current game engine with an emphasis on new content and significant changes in game play over the base game experience. Includes creation of original levels, characters, and/or content for a real-time multiplayer game.
applying skills learned in previous classes. Final completion of a game and/or simulation project utilizing a team approach. Includes the integration of design, art, audio, programming, and quality assurance.

**Note from Instructor:** This course will allow students to develop knowledge and build skills in project development for gaming, simulation, and/or multimedia projects. The emphasis will be on the project development process, team collaboration, business success factors, and preparing the students for employment or transfer to other schools with solid project development experience.

This syllabus is subject to change by the instructor at any time.

**End-of-Course Outcomes:**

**GAME 2332:** Explain the fundamentals of project management and version control; prepare a design document and time schedules; and develop a game or simulation based on a design plan.

Student should also be able to:

- Discuss the history of game project management.
- Distinguish between documentation used in game project management.
- Compare roles of companies involved in the game development process.
- Identify tools and roles associated with all team members in the game development process.
- Define phases in the game development process.
- Analyze the leadership skills associated with game project management.
- Apply principles of game project management to the development of an original game project.
- Evaluate the differences between the game development process and production models used in other industries such as film, software development and interactive media.

**GAME 2334:** Develop a project management and version control system; and demonstrate participation as a successful development team member.

**GAME 2359:** Develop a complete game and/or simulation project working as a member of a team.

**SCANS Skills:**

The Secretary’s Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today’s dynamic work
environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

**Writing:** communicate thoughts, ideas, information, and messages in writing, and create documents such as letters, directions, manuals, reports, graphs and flow charts.

**Problem Solving:** recognize problems and devise and implement plan of action.

**Reasoning:** discover a rule or principle underlying the relationship between two or more objects and apply it when solving a problem.

**Responsibility:** exert a high level of effort and persevere toward goal attainment.

**Human Resources:** Assess skills and distribute work accordingly, evaluate performance and provide feedback.

**Participate as Member of a Team:** contribute to group effort.

**Exercise Leadership:** communicate ideas to justify position, persuade and convince others, responsibly challenge existing procedures and policies.

**Negotiate:** work toward agreements involving exchange of resources, resolve divergent interests.

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**Required Lab:**

Students are required to spend **at least 1 extra hour per week** outside of class working on student projects. Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

**Lab Hours:**

The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246.

Hours for Fall and Spring semesters are:

- Monday - Thursday: 9:00 am to 9:45 pm
- Friday: 9:00 am to 4:45 pm
- Saturday: 12:00 pm to 4:45 pm

Hours for Summer semester are:

- Monday - Thursday: 9:00 am to 9:45 pm
- Friday: 9:00 am to 4:45 pm
- Saturday/Sunday: closed

All Multimedia (credit and continuing education) students must show a **Student ID Card** to use the lab and check out any equipment. IDs are
available at the Student ID Office, T141.

Textbooks and Supplies:

- 11X14 Acid Free Sketchbook (Perforated pages and ring bound)
- #2 Pencils
- 3 - 5 Ebony Drawing Pencils
- Blank CD-R’s/DVD-R’s or Jump Drive or External Hard Drive (Buy the most space you can afford)
- Headphones (No longer offered in Lab)

Course Outline:

GAME 2332/2334/2359:

Due to the nature of the Project Development courses, each course's outline and content is interwoven among all lectures, assignments, projects, and quizzes.

<table>
<thead>
<tr>
<th>Lecture Topic</th>
<th>Chapter</th>
<th>Assignments</th>
<th>Project</th>
<th>Quiz</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Overview; The Business of Projects</td>
<td>1</td>
<td>Skills Survey</td>
<td>Overview; Logistics</td>
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<tr>
<td>2: Project Approaches</td>
<td>2, 3</td>
<td>Guest Questions</td>
<td>Select Type; Organize</td>
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<tr>
<td>3: Creative Concepting; Planning</td>
<td>5, 6</td>
<td>Develop Estimate</td>
<td>Select Concept</td>
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<td>4: Structuring &amp; Design</td>
<td>4</td>
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<td>Define Scope &amp; Plan</td>
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<td>5: Technical Considerations</td>
<td>7</td>
<td>Guest Questions</td>
<td>Reports; Select Software</td>
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<td>6: Entertainment Games</td>
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<td>Guest Questions</td>
<td>Software &amp; Team Research</td>
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<td>7: Multimedia; Documentation</td>
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<td>Select Documentation Method</td>
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<td>Course</td>
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<td>8: Project Tools; Client Relationship</td>
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<td>9: Managing Your Work</td>
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<td>10: Interactive Media</td>
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<td>11: E-Learning Considerations</td>
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<td>12: Production Momentum &amp; Quality</td>
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<td>13: Business Preparedness</td>
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<td>14: Animation &amp; Video</td>
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<td>15: Advertising-Based Projects</td>
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<td>16: Other Local Programs</td>
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<td>17: Future of Games, Multimedia, Sims</td>
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<td>18: Interviews &amp; Portfolios</td>
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<td>19: Interviews &amp; Portfolios</td>
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<td>20: Project Wrap-up; Final Review</td>
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<tr>
<th>Project</th>
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<tbody>
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<td>Game News Article #1</td>
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<td>Guest Questions</td>
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<td>E-Learning Article</td>
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<td>Animated Game Trailer</td>
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<td>Guest Questions</td>
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<td>Professional Groups</td>
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<td>Project Review #2</td>
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<td>Guest Questions</td>
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<td>Resume Due</td>
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<td>Portfolio Due</td>
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<td>Post-Mortem</td>
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<td>Final Review</td>
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<th>Grade</th>
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<tr>
<td>A = 90 - 100</td>
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<td>B = 80 - 89</td>
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**Grading Procedure:**

**Grading Legend**

A = 90 - 100
B = 80 - 89
C = 70 - 79
D = 60 - 69
F = 0 – 59

Points Breakdown

Assignments & Class Participation - 20 points
Tests / Quizzes - 15 points
Team Project Participation - 35 points
Final Project - 30 points
TOTAL - 100 points

PLEASE NOTE! Grade reports are no longer mailed. Convenient access is available online or by telephone. Use your student identification number when you log in to eConnect or call Touch Tone Services.
Web Site address: http://econnect.dcccd.edu Telephone number: 972-613-1818.

Academic Calendar:

Calendar for Summer Flex Term 2010 Tuesday/Thursday classes

Drop Date:

June 15th is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

Withdrawal Date:

July 27th is the last day to withdraw from this course with an automatic "W".

Institutional Policies:

Institutional Policies including Stop Before You Drop/6Drop, Withdrawals, Repeating a Course, Financial Aid, Academic Honesty, ADA, Religious Holidays and the Campus Emergency Operation Plan & Contingency Plan are available at:
http://www.richlandcollege.edu/syllabusinfo/syllabiInformation.pdf

Classroom Policies:

Please read the following classroom policies listed below.
**Attendance Policy:**

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing class(es) this semester, please speak to your instructor about day(s) you will be missing so you can receive information on the lesson(s) and assignment(s) you will miss.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the Adjunct Faculty Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.

**Food and Drink Policy:**

Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

**Web Server Posting Policy:**

The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

**Computer/Internet Use Policy:**

Currently enrolled Richland College students have access to the Multimedia Lab and classroom computers for **Multimedia educational and instructional purposes only.** Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia activities.

Students using their own laptops **must** use the wireless connection in the Thunderduck Hall building and **cannot** use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the **Student Code of Conduct** specified in the catalog.

**Safety Policy:**

Students should participate in this class in a safe, appropriate manner. We
occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

**Handheld Devices Policy:**

Please **turn OFF** all electronic devices during class.

**Participation Policy:**

Course participation is required. Ask questions and be involved with the lesson.

Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

**End of Each Class Policy (for face-to-face classes):**

When you leave class for the day, please...

- Delete all your files from your workstation and empty the trash.
- Shut down your computer using Windows Shut Down.
- Turn off your monitor after computer has COMPLETELY shut down.
- Pick up and throw away any trash around your seat.

**Attention Continuing Education Students:**

To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

**Multimedia Web Site:**

http://www.richlandcollege.edu/multimedia

*The Multimedia Learning Center is part of the Richland College School of Engineering, Business and Technology. Office: Bonham 101 • Phone: 972.238.6210.*
Disclaimer reserving right to change syllabus:

The instructor reserves the right to amend this syllabus as necessary.

Student Acknowledgement:

Please download, read and sign this Student Acknowledgement and turn it in to your instructor.