

# Class Syllabus: Introduction to Game Design

## Fall 2011

Location	499 Dirac Science Library
Course name	Introduction to Game and Simulator Design
Course number	ISC 3725-01
Course time	Tuesday: 12:30 pm - 1:45 pm Thursday: 12:30 pm - 1:45 pm
Office Hours	<a href="#">To be announced</a>
Instructor	Gordon Erlebacher
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Facebook Page	<a href="#">Game Design Group</a>
Prerequisites	Calculus I (MAC 2311) or permission of the instructor.
Text Book	The Art of Game Design: A Book of lenses by Jesse Schell, ISBN 978-0-12-369496-6.
Content	Chapters 1-26 of the text + <a href="#">Blender software</a> .
Assignments	Students will be given homework problems on a weekly basis to help master the material learned in class. The assignments will have two flavors and there will, in general, be two assignments every week. One assignment relates to game design proper and will consist of answering questions based on book content as it relates to the team game. The second flavor are blender assignments, which eventually become game implementation assignments based on team effort. The web is a bountiful resource of blender examples and tutorials.
Course Description	This course introduces basic techniques used to design and implement computer games and/or simulation environments. Topics include a historic overview of computer games and simulators, game documents, description and use of a game engine, practical modeling of objects and terrain, and use of audio. Physics and artificial intelligence in games are covered briefly. Programming is based on the python scripting language. The course is divided between lectures and practical assignments. Course topics will be assimilated through the design of a 3D game designed and implemented in a team environment.

Course Objectives	<ul style="list-style-type: none"> <li>• be able to evaluate computer games for quality, speed, portability</li> <li>• be able to construct a simple game or simulator</li> <li>• acquire working knowledge of a modeler to create objects</li> <li>• learn to navigate in a 3D environment</li> <li>• construct an immersive game</li> <li>• acquire a familiarity with the game development process</li> <li>• acquire an appreciation for team work</li> </ul>
Attendance	Students are required to attend all classes. Exemptions are only excepted for sickness and the attendance of scientific conferences. Students, not the professor, are then responsible for bringing themselves up to date both on subject matter covered during class, as well as completing homework assignments in a timely manner. Information given in class supplants information provided on the course web site.
Courtesy	You should get to class on time, and remain until class is dismissed. If you must leave class early, please let the instructor know before class begins. Please consider leaving home 15-20 min early to take potential morning traffic into account.
Grading	The course grade will be based on class homeworks (answering questions that relate to book chapters through analysis of a commercial or other game), (maybe) a midterm, a final exam, and one game design project. The final exam would be the presentation of the class project, while the midterm (if any) would relate to the book chapters read on a weekly basis. The project will involve a team of three to five students with different competencies. The project will be larger than a single student can complete on his/her own, and will be presented on a large-screen stereographic display in front of the class. The midterm and homeworks will count for 50 percent of the grade, and the project for the other 50 percent. The exam percentage of the grade is divided as follows: midterm: 35 percent, final: 35 percent, class quizzes, 30 percent. The scale for the grades will be A (90-100%), A- (87-89%), B+ (83-86%), B (77-82%), B- (73-76%), C+ (69-72%), C (63-68%), C- (59-62%), D+ (55-58%), D (50-54%), and F (<50%).
Exam Policy	No written tests will be given during this class (except for the midterm if given). Students are required to come to class up until the last lesson of the last week. Short of medical emergencies, a zero will be given to any project that is not returned on time.
Honor code	The <a href="#">Academic Honor System</a> of The Florida State University is based on the premise that each student has the responsibility 1) to uphold the highest standards of academic integrity in the student's own work, 2) to refuse to tolerate violations of academic integrity in the University community, and 3) to foster a high sense of integrity and social responsibility on the part of the University community. Please note that violations of this Academic Honor System will not be tolerated in this class. Specifically, incidents of plagiarism of any type or referring to any unauthorized material during examinations will be rigorously pursued by this instructor. Before submitting any work for this class, please read the "Academic Honor System" in its entirety (as found in the <i>FSU General Bulletin</i> and in the <a href="#">FSU Student Handbook</a> and ask the instructor to clarify any of its expectations that you do not understand.
American	Students with disabilities needing academic accommodations should: 1) register with and

Disabilities Act

provide documentation to the [Student Disability Resource Center \(SDRC\)](#); 2) bring a letter to the instructor from SDRC indicating you need academic accommodations. This should be done within the first week of class. This and other class materials are available in alternative format upon request.