

Class Syllabus: Introduction to Game Design

Fall 2016

Location	499 Dirac Science Library
Course name	Introduction to Game and Simulator Design
Course number	ISC 3725 (undergraduates), ISC 5326 (graduates)
Course time	Tuesday-Thursday: 9:30 pm – 10:45 pm
Office Hours	To be announced
Instructor	Gordon Erlebacher (gordon.erlebach@gmail.com)
Teaching Assistant	Danial Smith (das10c@my.fsu.edu)
Telephone (wk)	(850) 322-0194
FAX	(850) 644-0098
Instructor home page	http://www.sc.fsu.edu/~gerlebacher
Course Home Page	http://www.sc.fsu.edu/~gerlebacher/gd
Facebook Page	Game Design Group
Prerequisites	None, except a love a computer games.
Text Book	The Art of Game Design: A Book of lenses by Jesse Schell, (first or second edition)
Content	Selected chapters from the Book of Lenses + Unreal Engine 4.8 + Blender 2.75
Weekly Assignments	Students are given homework problems on a weekly basis to help master the material learned in class. The assignments ask the students analyze work done on the class game from the point of view of game design. Assignments are individual. In addition to the homework assignments, graduate students are required to deliver a 30-minute presentation on a subject related to game design. In addition, they are evaluated on a higher level with respect to design, coding, art, story telling.
Biweekly	Create videos of fathe game action, or of the team discussing the game

Assignments	and its development process. A different team-member will narrate each video. The videos have a maximum length of five minutes, are posted to YouTube or blogspot.com.
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, development of a game with collaboration from the class, creation of team 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 Blueprint scripting language of Unreal Engine 4. In this class, most of lectures will consist of developing a game with the participation of the students. Topics relevant to good game design practice will be discussed as need to complete a simple game. We will examine a range of topics related to game design throughout the course. The course topics will be assimilated through the design of a 3D game designed and implemented by each student team.
Course Objectives	At the end of this course, students will be able to: <ul style="list-style-type: none"> - evaluate computer games for quality, speed, and portability - construct a simple game or simulator - create objects with a modeler - navigate in a 3D environment - demonstrate a familiarity with the game development process - write a basic game document - work in a team and enumerate the associated challenges - add new assets into a game
University Attendance Policy	Excused absences include documented illness, deaths in the family and other documented crises, call to active military duty or jury duty, religious holy days, and official University activities. These absences will be accommodated in a way that does not arbitrarily penalize students who have a valid excuse. Consideration will also be given to students whose dependent children experience serious illness.
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. If you will be absent from class, please have the courtesy to let the instructor know beforehand.
Grading	The course grade will be based on several elements: 1) Weekly individual homework that require students to analyze the class game with respect to the game design topic being

considered that week. The answers will require reading 1-2 chapters from the Book on Game Design by Jesse Schell. Grade percentage: 15%.

- 2) Team homework in the form of videos showing progress on the team game: 15%
- 3) Class participation: 10% (each asset accepted for the class game counts as one point. Assets not accepted are put to a class vote). An arbitrary number of points can be accumulated, but only a maximum of two points per week.
- 4) Midterm Game Document: 15%
- 5) Team Poster: 10%
- 6) Final Game Presentation: 20%
- 7) Final Game Document: 15%
- 8) Total: 100%**
- 9) The graduate students will give one lectures on some aspect of Game Design, which will count for 15%. The final score will then be rescaled to 100%.

Class participation will consist of providing assets (objects, scripts, art) for the game class in the form of unity asset files. Each week, we will decide what assets are required for the game class. Students providing worth assets that are usable in the game will get one point. A maximum of two assets can be provided each week. The class will vote on assets that the instructors deem of too low quality (keeping the asset author anonymous).

The final game should be more complex than what can be created by single student, and will be presented on a large-screen stereographic display in front of the class. The exam percentage of the grade is divided as follows: 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%).

Each student is graded individually based on individual contributions to the game, to the team, class participation, and content of the blogs and various documents produced. Each week, each student will post in his/her blog a section under “Contributions” that clearly states what his/her contribution was to the game (writing the game document, poster creation, modeling, coding, artistry, story development, etc.). Each week, each student will also post his/her contribution to their team’s game and to the class game, if any.

The grades will be posted to Blackboard.

Exam Policy

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.
Free Tutoring from FSU	On-campus tutoring and writing assistance is available for many courses at Florida State University. For more information, visit the Academic Center for Excellence (ACE) Tutoring Services' comprehensive list of on-campus tutoring options at http://ace.fsu.edu/tutoring or contact tutor@fsu.edu . High-quality tutoring is available by appointment and on a walk-in basis. These services are offered by tutors trained to encourage the highest level of individual academic success while upholding personal academic integrity.
Academic Honor Policy	The Florida State University Academic Honor Policy outlines the University's expectations for the integrity of students' academic work, the procedures for resolving alleged violations of those expectations, and the rights and responsibilities of students and faculty members throughout the process. Students are responsible for reading the Academic Honor Policy and for living up to their pledge to "...be honest and truthful and...[to] strive for personal and institutional integrity at Florida State University." (Florida State University Academic Honor Policy, found at http://fda.fsu.edu/Academics/Academic-Honor-Policy)
American Disabilities Act	Students with disabilities needing academic accommodation should: (1) register with and provide documentation to the Student Disability Resource Center; and (2) bring a letter to the instructor indicating the need for accommodation and what type. Please note that instructors are not allowed to provide classroom accommodation to a student until appropriate verification from the Student Disability Resource Center has been provided. This syllabus and other class materials are available in alternative format upon request. For more information about services available to FSU students with disabilities, contact the: Student Disability Resource Center 874 Traditions Way 108 Student Services Building Florida State University Tallahassee, FL 32306-4167 (850) 644-9566 (voice) (850) 644-8504 (TDD) sdrc@admin.fsu.edu http://www.disabilitycenter.fsu.edu
Syllabus Change Policy	Except for changes that substantially affect implementation of the evaluation (grading) statement, this syllabus is a guide for the course and is subject to change with advance notice.