ADVANCED GAME DESIGN

INSTRUCTOR: Trynn Check ("Trynn" is fine)
EMAIL: kcheck1@depaul.edu
OFFICE HOURS: 1:00PM-3:00PM on Mondays (by appointment through BlueStar)

COURSE DESCRIPTION
This is a studio course in which students work in teams to design and develop slices of polished small-scale gameplay experiences. The focus is on developing team-based creative and technical processes to produce innovative, engaging, and playable games. Teams will iteratively design and develop two distinct gameplay experiences or "vertical slices." Each slice will demonstrate an understanding of the role of game mechanics, game art, audio, and technology platforms in creating a cohesive and compelling gameplay.

PREREQUISITE(S)
(GAM 340 and GAM 341) or GAM 355

LEARNING OBJECTIVES
In this class, you will...
- use previously acquired game design principles and technical skills in the creation of short, polished projects,
- learn to execute methods and workflows for rapidly prototyping and iterating game designs,
- understand how to divide and share the tasks and responsibilities of a complete game development project,
- recognize the role that themes and constraints play when designing games.

Transcend and create genres (in an artistic and methodical way) to further push the field of game design.

REQUIREMENTS
Each student is required to attend class on time, stay for the duration of class, to give full attention to lectures and group presentations in class*, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and playtests, to be a communicative and effective team member, and to have a respectful, positive, hard-working attitude throughout the semester.

For the ONLINE version of this class, there will be no group presentations, however; there will be required discussion, feedback, and teamwork through Discord, attentiveness in all classroom environments will be measured equally. Be present, respectful, and work hard!

ASSIGNMENTS
All assignments must be submitted on the due date in the proper requested format before class begins (on D2L or Asana). <u>Any assignments turned past the deadline will be lowered by one letter grade for each day it is late.</u> Pay careful attention to the file submission guidelines for each of your submissions. Files that are submitted outside the requested guidelines will be considered late and the grade will be lowered appropriately until resolved. Please contact me if you have any concerns about an upcoming deadline **before the issue arises.**

Please note: since this is a project class (with heavy group work) you may have things due before the official assignment date depending on your group's workflow. This will be the time final deliverables are due which are listed on D2L.

DISCORD & DISCUSSION (PARTICIPATION)
Game development is a collaborative process. You will consistently be seeking feedback from others and networking with people in and out of your skillset. As we will not have the opportunity to get feedback, discuss, and network with each other in person this quarter, I will be opening a class Discord which we will use for discussions and providing feedback on projects. **Discord is the primary place that you will work through troubleshooting issues as other members of your class are your resources!** Students are expected to participate in these discussions and provide feedback to peers consistently. Your participation in discussion on discord will factor into your participation grade for the quarter.

Discord will be used for troubleshooting discussions, feedback, and brainstorming. Additionally, you will be required to use the class discord to converse with your assigned project group. Your participation grade will be gauged on how active you are on these platforms as well as during breakout groups -- please keep all channels active, plan to post multiple times a week and be responsive for FULL credit.

PROJECTS
It is mandatory to put in <u>at least</u> 8-10 hours of work per week outside of scheduled lecture content. Those who want to get more out of the class will put extra time toward their projects - (the most successful projects will be around the 20 hour a week mark). As we approach major milestones for projects (i.e. formal turn-ins), you can expect your workload to increase. Plan for this ahead of time. Due to the large time commitment required for coursework, time management recommendations are integrated throughout assignments. Please reach out to me if you need specific help forming a work plan for your assignments and project work!

ASANA UPDATES & D2L DISCUSSION POSTS
Each week your group will be responsible for developing a complete task list and posting a project update to Asana in the "Overview" window. These conversations will happen in class and will be posted to Asana for Trynn's review. Posting this weekly update to Asana will factor into your project and participation grades.

Additionally, each of you will be required to post a discussion response to your ROLE'S discussion board on D2L. Each week the prompt will vary and be specific to your role. You are required to both post ONCE and respond to TWO classmates within your board.

TEXTBOOKS & SUPPLIES
There is no required textbook for this course.

SOFTWARE
1. <u>UNITY</u>: We will be working with Unity as our game engine of choice this quarter. Unity is a free download and it is strongly encouraged for you to create an account in order to access all of the features that Unity has to offer (please note, this is still just the FREE tier account).
2. <u>G SUITE</u>: In order to use class templates, I will require you to work with G Suite. Please ensure you have an email address that will work with Google Docs, Sheets, and Presentations.
3. <u>DISCORD</u>: We will use Discord for troubleshooting, feedback, and classwide discussions. Ensure you have a discord account setup. Discord can be downloaded to a phone, PC, or accessed via browser.
4. <u>D2L:</u> D2L is the primary course website that holds key information on projects, due dates, and discussions. This is where you will submit most (if not all) of your work. Check D2L often with updated course information and deadlines.
5. <u>BITBUCKET & SOURCETREE:</u> We will be using SourceTree to support our version control needs, this is a software that will need to be downloaded to your device.
   a. In order to work properly with SourceTree, you will also need a Bitbucket account to setup cloud storage for your projects. Be sure you have a Bitbucket account, Bitbucket is accessed via browser.
   b. There is a Unity and SourceTree Tutorial on the Unity website. Follow these instructions to set up your projects in Unity to work with your BitBucket and SourceTree accounts.
   c. If you are more comfortable with GitHub or an alternate source control method, please check in with me after discussing with your group for approval.
6. <u>ASANA:</u> Asana is where the task list and project updates will be posted for this class. You will need to ensure you are signed up for a free account. Each project, one person on your project team (probably the producer) will set up your project page and invite your team members and Trynn to collaborate. Here, you will post your weekly task list and group update.

LAB HOURS AND LOCATIONS
2020-2021 SPRING: NO LAB ACCESS OR CAMPUS ACCESS, REQUIRED SOFTWARE WILL BE PROVIDED

GRADING
Your grade will be based on the following components, a full description of each along with a grading rubric will be available on D2L as the assignments are posted.

PERCENT BREAKDOWN

Participation.......................20%
Project 1 ....40%
Project 2 ....40%
Total·······························100%

A	+100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D	69-60
F	59-0

ATTENDANCE POLICY

Student absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the semester. Each subsequent absence will result in the lowering of your final grade one full letter. Absences should be communicated to your team for group work. Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

EMAIL

I will answer emails within 24-hours during the weekdays. However, I do not respond to emails on weekends. Any message that hits my inbox past 5pm on Friday may not be answered until the following Monday. Be proactive and reach out to me as soon as possible. Plan for problems. Discord will be available to talk with other members of the class when troubleshooting issues or if seeking feedback. When you do contact me, please remember that emailing your professor is a great opportunity to practice professionalism. Put your best foot forward! I expect correspondence to be as professional as possible, even if you are writing to me from your smartphone.

RULE OF THUMB: In general, use email for private or confidential matters, otherwise, plan to contact me through the class discord. Chances are if you have that question, so does someone else. Please always check Discord first! Additionally, do always try to seek out the solution to your issue first, the more information you can provide me, the better I can help you.

CLASSROOM BEHAVIOR

If I feel that your behavior is interfering with the professionalism of our classroom (disruption, harassment, unresponsiveness, etc.), I will adhere to the following 3-step protocol: warning email and personal meeting, meeting with an advisor or Student Advising, action is taken to remove you from the class.

PREFERRED NAME & GENDER PRONOUNS

I value each student's right to be referenced by their gender pronoun and their preferred name. If your name and pronoun in Campus Connect don't reflect what you'd like me to use, please let me know.

Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at policies.depaul.edu/policy/policy.aspx?pid=332

ACADEMIC INTEGRITY

Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting: http://studentaffairs.depaul.edu/homehandbook.html

LEARNING DISABILITIES

Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office: Center for Students with Disabilities: http://studentaffairs.depaul.edu/csd/

COVID-19 VIRTUAL OFFICE

During the temporary closure of our physical offices due to Covid-19, Center for Students with Disabilities is accessible for live questions, referrals, and assistance via a virtual office using Zoom. The virtual office will be staffed Monday-Friday from 9:00 a.m. to 5 p.m. (CST). Virtual Office: www.tinyurl.com/CSDVirtualOffices

IMPORTANT DATES

- Saturday March 27, 2021   Begin SQ2021 Classes
- Monday April 5, 2021   Last day to add classes to SQ2021 schedule
- Friday April 9, 2021   Last day to drop SQ2021 classes with no penalty
- Monday April 12, 2021   Last day to select pass/fail option for SQ2021 classes
- Saturday April 24, 2021   Begin SQ2021 optional midterm exam week
- Friday April 30, 2021   End SQ2021 optional midterm exam week
- Friday May 14, 2021   Last day to withdraw from SQ2021 classes
- Monday May 31, 2021   Memorial Day – University officially closed
- Friday June 4, 2021   End SQ2021 Day & Evening Classes
- Saturday June 5, 2021   Begin SQ2021 Day & Evening Final Exams
- Friday June 11, 2021   END SPRING QUARTER 2021

SCHOOL POLICIES

CHANGES TO SYLLABUS
This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

ONLINE COURSE EVALUATIONS
Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

ACADEMIC INTEGRITY & PLAGIARISM
This course will be subject to the university's academic integrity policy. More information can be found at http://academicintegrity.depaul.edu/. If you have any questions be sure to consult with your professor.

ACADEMIC POLICIES
All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading, and incompletes can be found at http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx.

STUDENTS WITH DISABILITIES
Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at:
Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296