GDD 325: 2D Game Design and Development – Fall 2015
MWF 10:10-12:10 PM in JHSW 316

Course Instructor
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Course Info: http://www.uwstout.edu/lit/learn/index.cfm (D2L/Learn@UW-Stout login)

Text Books: Foundation Game Design with HTML and Javascript (van der Spuy)

Software: *A text editor*: Notepad will suffice in Windows. TextEdit will suffice in Mac OS X.
Notepad++ has worked well for the students in previous courses
as has Cloud9 (https://c9.io/).
Web browsers: Firefox, Safari, Chrome, IE, or Opera
Other software that may be used in class across the semester includes but is not limited to:
Adobe Photoshop – available through keyserver
Audacity (audio editing) – http://audacity.sourceforge.net/
CamStudio (screen capture) -- http://camstudio.org/
Development frameworks that might be useful/used, depending on your project:
Phaser – https://phaser.io/
Quintus – http://www.html5quintus.com/
Crafty – http://craftyjs.com/
Note: In class/instructor support for these frameworks will be limited. Use only with team consensus

General Description
Students will gain hands on experience designing video games. Students will design and develop two-dimensional games from concept to completion in teams. The production environment will be set up to mimic the approach used in the game development industry.

Summary of Objectives and Learning Outcomes
By the end of this course, students should be able to:

1. Design, develop, and implement a 2D game, thus demonstrating an understanding of the game design and development process from conceptualization of an idea to the realization of a product.
2. Articulate and document the (art, sound, programming…) assets needed to create a 2D game.
3. Experience and understand the roles, needs, and advantages of working as a game design and development team and the management organization required to do so.

Industry Roles
The instructors are your *employers* and the *producers* of the game(s). They have final say on the game design and development. Be prepared to be treated as if you are an employee. Any behavior that can get you fired in industry will result in an automatic *F* for the course. This can include harassment, inappropriate behavior, not doing the job you were "*hired*" for, failure to show up for work, etc. You must inform your employer when you are sick and will not be at "*work*" and must clear any planned absences with your employer ahead of time (get your "vacation" approved).

Project

You will be working with a team for a client. You will be developing a (serious) game to meet the client's requirements. You will have deliverables due at various points throughout the semester, with the complete, **online**, documented game to be the final deliverable.

Portfolio

You will be creating or enhancing your professional portfolio as part of this course. Several assignments may be devoted to this purpose. Each student will have to create a website with links to samples of the work that she/he would like to show a potential employer.

Copyright

Copyright rules are to be followed for all assets/resources used (see links on course site in D2L).

Classroom Etiquette

Students are expected to attend every class. Students should bring their laptops to every class. The student, present or not, is responsible for obtaining material and information distributed and presented on all class days. All "extra" electronic devices should be set to mute or off before coming to class. This includes, but is not limited to, cell phones, iPods, pagers, PDAs, and laptop volume control. You (the student) may use your laptop (or other electronic devices) as required for classroom activities. However, the instructor may at any time, for any reason, require, on an individual basis, usage of any device be discontinued. *No photos, video or audio recording is permitted without prior written permission from the instructor.* Smoking of any kind in class is prohibited. Disruptive behavior may result in the instructor requiring its direct and indirect source(s) to leave the classroom for the day. The consequences of which remain the burden of the source(s). Arriving late, leaving early, or sleeping in class is at the student's own risk as are the consequences thereof.

Attendance

This is a professional class, so you will be evaluated as a professional. Attendance is expected, just as if you were working. **Absences will result in a grade reduction**. Assume each *unexcused* absence will result in a loss of 10% of your total grade for the semester per absence: miss 1 class get 90% at best, miss 2 classes and you get an 80% at best, miss 3 get a 70% at best…

Workload

This class meets for 6 hours a week. This time will be used for class activities, coordinating among team members, and other activities that cannot be accomplished individually. **You will be expected to devote at least 10-12 hours per week outside of class** to learn the tools and complete your assignments and assigned tasks on the project. You will be expected to report to your group on your progress daily. Weekly project updates will be required from each group.

Grading

Your grade includes quality of project(s), individual effort, quality of individual work, professionalism, collaborative effort, peer-evaluations, responsiveness to critiques, progress checks, etc. To encourage active participation in teams you will have 2 intermediate grades (individual=*I* and team= *T*). If *I* < *T* then final grade = *I*, else final grade = avg(*I* & *T*).

Final Grade:		
A weighted grade of:	96% or above will earn you at least an A	80% or above at least a B-
	92% or above at least an A-	76% or above at least a C+
	88% or above at least a B+	72% or above at least a C
	84% or above at least a B	56% or above at least a D-

Please note the usage of the words "at least"

Academic Dishonesty

Students are expected to do their own work unless specifically directed otherwise by the instructor. Plagiarism and cheating are serious offenses and may be punished by failure on assignment, failure on exam, failure in course, and/or expulsion from the University. For more information, refer to the university policy.

Incompletes and Withdrawals

By university policy, incompletes will only be given in circumstances that do not allow a student to finish the class, and only if it is beyond the student's control. Poor performance is not a condition for an incomplete. Withdrawals (dropping the class) will be allowed in accordance with university policy.

Special Needs

UW-Stout strives for an inclusive learning environment. If you (the student) anticipate or experience any barriers related to the format or requirements of this course you should meet with the instructor to discuss ways to ensure full access. If you determine that additional disability-related accommodations are necessary please contact the Disability Services office (206 Bowman Hall, 232-2995, www.uwstout.edu/disability).

AFFIDAVIT OF ELIGIBILITY AND RELEASE

By taking this course, you agree to the following:

> In consideration of the support provided by the institution to the students and instructors in creating video games required for all GDD courses, we submit this Affidavit/Release to the University of Wisconsin-Stout with the understanding that ownership of the work/product will remain with the creators, subject to a perpetual, non-exclusive, royalty-free license to the University to use, distribute, reproduce, display, adapt, and make derivative works of the work product for any educational or promotional purpose.

Important Dates:

This is a tentative schedule and may change – including addition or deletion of items.
Check with your instructor(s) as the semester progresses.

Sep 09	First Day of Class (Wednesday)
Sep 11	Presentation on Self
Sep 14	Pitch-It Assignment Due
Sep 23	Paired Prototypes Due
Sep 25	Quiz 1
Oct 05	Sprint 1 Ends
Oct 19	Sprint 2 Ends
Nov 09	Sprint 3 Ends
Nov 23	Game Online with mp4 demo
Nov 25 – 29	Thanksgiving
Nov 30	Papers
Dec 07	Sprint 4 Ends -- FINAL version of game due
Dec 14	Last class day (Monday) – any and all remaining work due (personal website, resume…)
	Check University Calendar for "Final Exam Day"

Note on Sprints: At the end of each sprint a presentation of status is expected as well as artifacts produced. The artifacts may vary for each sprint. At the end of most sprints team member evaluations of each other will be due. Plan accordingly. Understand further, once sprints start, each week a functioning/runnable build should be produced. Check with your instructor(s) for any changes or additions to this.