

Game Design & Development III
CGR 255
Professor Morrison
Course Information

Course Goals

By the end of the semester, you will have created a PC game complete with instruction manual, box, and other associated marketing materials. You will do this by acting, in some capacity, as part of a development team working through the various stages of a Game Development Cycle.

Contact Information

Email: profrmorrison@comcast.net -leave 1-2 day window for response

Web: www.gamedesignguild.com register as a user using first initial and full last name-jsmith for John Smith, then email me so I can add you to the CCC group for posting and forum information.

Office Hours

Vary by semester

Textbooks

Required

- *Game Art: The Graphic Art Of Computer Games* by Dave Morris (ISBN: 0-8230-2080-0)
- *The Game Programmer's Guide to the Torque Game Engine* by Edward F. Maurina III ISBN: (1568812841)

- *Get In The Game: Careers In The Game Industry* by Marc Mencher (ISBN: 0-7357-1307-3)
- *Game Design: The Art & Business Of Creating Games* by Bob Bates (ISBN: 0-7615-3165-3)

Recommended

- *Game Writing: Narrative Skills for Videogames* by Chris Bateman (ISBN: 1584504900)

Supplies

Required

- A registered copy of the Torque Game Engine available at discount through the school store proof of receipt required

Recommended

- CD-RW or some medium to hold digital information (USB Drive?)
- Notebook for lectures

Grade Breakdown

Tutorials	5%
News Article	10%
Game Design Document (GDD)	20%
First Functional Prototype (FFP)	20%
Alpha	20%
Beta	25%

You shall be given detailed information on each of these assignments as the semester progresses.

Attendance / Participation

You will be expected to participate in all class assignments and attend class regularly and on-time. You are allowed to miss **one** class without the absence negatively affecting your final grade. Each absence after the first will subtract five (5) points from your final grade. For purposes of this class, two late nesses is the equivalent of one absence.

Plagiarism / Piracy

Students found cheating on exams or plagiarizing on documents will automatically fail this course. Any student caught using a piece of music or software illegally is also subject to automatic failure of the course as well as any actions deemed necessary by the College.

Content

All class projects shall avoid topics regarding sex, religion, and gratuitous violence and gore. If this causes uncertainty with your projects, you need to see me for clarification.

Extra Help / Appointments

If you would like to meet with me, I recommend that you set up an appointment at least two (2) days in advance. Otherwise, it is best to contact me during my office hours via phone or email me outside of my normally scheduled hours. Programming Tutoring is available through the tutoring office.

Game Design Guild site

You are required to create a profile at www.gamedesignguild.com . This website will be used for communications, pertaining to class, assignments and other areas of interest. I will encourage your participation on this site. Your log on name will be the first initial of your first name and your last name *example: John Smith will be JSmith* , you will not be able to use nicknames or screen names. This should be done right now, after you create a profile you will receive an email from the site, you need this email to sign on completely and make your first post in class today. Your account will be updated within 24 hours for you to be able to access all areas necessary