Class Schedule: Tuesday/Thursday, 12:30 – 1:45 PM

Instructors:
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Course Description:
This course will serve as an introduction into the process of designing and creating video games within small, interdisciplinary teams. The growth of game development into a multi-billion dollar industry has allowed for smaller production companies to form sustainable businesses. These businesses construct games to serve customers in education, advertising, and political markets along with building games for entertainment. This course will focus on using modern game development tools to design and prototype a game for a particular customer, the NM Public Education Department.

This course will not follow the traditional lecture and examination template. Rather this course will involve hands-on activities to reflect the process of creating games in real business setting. Students will work within teams to: create a game design / storyboard, assemble a project plan, and execute to create a working prototype by the end of the semester.

Class time will be divided between project updates and class-directed lectures. Teams will be expected to provide weekly progress reports on their assigned tasks. Lectures will focus on topics related to the game development environment used for the course, principles of game design, and special topics pertaining to project needs.

Requirements:
All games will be built using the Unity game engine, version 3.4 (http://www.unity.com). The Unity game engine is free to download for academic and some commercial use.

Pre-requisites:
This multi-disciplinary course will have students with various backgrounds working together on constructing a game. Students with a CS background should have a strong background in programming and algorithm development. Students with a Visual Arts background should have expertise in common 3D modeling tools (e.g., 3DS Max, Maya, Blender, etc) along with background in animation and lighting.

Supplemental Reading:
Game Development With Unity, Michelle Menard (ISBN-10: 1435456580)
Grading:
This is a project based course with different groups of students working on different aspects of the project. The "final exam" will be group presentations of the final game at the IFDM Showcase. The course grade will be calculated using the following weights:

10%  Group oral weekly status reports.
10%  Individual written weekly status reports in WebCT.
10%  Attendance (each student can miss 4 classes without losing any attendance points)
50%  Project milestones & Labs: Labs are traditional assignments where each student in the class does essentially the same task. Project milestones will be negotiated between the instructors and students from milestone to milestone both individually and in groups). Each milestone should be small enough to enable accurate estimates of effort and time.
20%  Final Presentation at IFDM showcase.