

Syllabus

Game Development - COMP 475

2:30 – 3:45 TR Science 207

Spring 2012

Instructor: Frank McCown
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Home Page: <http://www.harding.edu/fmccown/classes/comp475-s12/> (Syllabus, useful links)
Office Hours: Science 208: 3 – 5 MW F and 11 – 12, 4 – 5 TR or by appointment

Course Description

This course is an introduction to the theory and practice of video game design and programming. Concepts include: game design, 2D and 3D computer graphics and animation, game physics, human computer interaction, networking, and artificial intelligence. Programs will mostly be written using C# and the XNA (Xbox) platform. Prerequisites: COMP 245 and 345.

Required : *Learning XNA 4.0: Game Development for the PC, Xbox 360, and Windows Phone 7* by Aaron Reed (2010)

Optional: *Introduction to Game Development*, 2nd Edition, edited by Steve Rabin (2010)

Exams

A midterm and final exam will be given covering the first half and second half, respectively, of the material presented in the semester.

Quizzes and Assignments

Quizzes over reading assignments will be worth 10 points each. Other 10 point assignments will be given as homework and averaged into the quiz scores. All quizzes will be taken on Moodle *before* the class period on which the quiz is due. Even if you are absent from class, you are still required to take the quiz.

Programming Projects

There will be three to four major programming projects which will be completed in teams of two. The work may be divided between the two group members in any way you choose, but both members should write an equal amount of code. Ideally, you should use pair programming, where both programmers work on the same computer together and time is split evenly between the two “driving” (typing in the code). Teams will be assigned by the instructor, and different teams will be formed for each project.

Extra Credit

The McChallenge: 1% will be added to your final grade for the completion of a program which will be made available to you later in the semester. The program will be due the Friday before final exams. You can skip the program and still get the 1% added to your final grade if you beat me in a game of basketball, tennis, racquetball, Halo, chess, Trivia Pursuit, or any other sport/game that I know how to play. If you lose, you still may complete the program for 1% extra credit. Only one challenge per semester, and all challenges must be made *before* the final week of class. Come by my office to schedule a time to play.

Grades

Final grades will be computed as follows:

Homework and Quizzes	20%
Projects	50%
Midterm Exam	15%
Final Exam	15%

Standard letter grades: A = 90-100%, B = 80-89% C = 70-79%, D = 60-69%, F = 0-59%

Late work: A maximum of 10% will be taken off *each day* (not each class period) a program or assignment is late, up to 50%. Every day is counted, including weekends. Nothing late more than 1 week will be accepted.

Expectations

1. It is important that you **check your e-mail regularly (everyday)** because I occasionally give hints or corrections to homework assignments via e-mail. This is also the best way to communicate with the class outside of the classroom. **Do not** IM me unless the expected response is a one-liner (e.g., Are you in your office?). If you need help with a program, IM is especially inefficient... better to come by my office.
2. I expect every one of you to hold to the **highest standard** of personal conduct and **integrity**. Cheating in all its forms is inconsistent with Christian faith and practice and will result in sanctions up to and including dismissal from the class with a failing grade. Homework should be completed *individually* (not in teams or pairs), and it should be *your* work, not the work of someone else. One thing that you should *never do* is give someone your source code... this often leads to cheating. Come by during office hours (or we'll arrange a time) for assistance on programs.
3. I expect you to adhere to the **dress code** as spelled out in the Student Handbook. This includes (men) removing caps while in class. Please wear shoes to class (flip flops are OK).
4. There is **no food or drink** prohibited in the lab. This is expensive equipment and carpeting that is easily spoiled by an accident.
5. Lab computers may be used during class to **take notes and write programs**. Students that use the computers for other purposes (e-mail, surfing the Web, Facebook, games, etc.) will not be allowed to use the lab computers.
6. Silence your cell phones.

This course covers a broad array of topics, and it will take significant effort, persistence and practice to master all the concepts. Make sure you have allocated sufficient time in your daily schedule for working on homework and projects. Students who do the best in this course attend class regularly, turn in homework and assignments on time (because they don't procrastinate), and seek help from me when in a rut. Remember that I am here to help you.

Students with Disabilities

It is the policy for Harding University to accommodate students with disabilities, pursuant to federal and state law. Therefore, any student with a *documented disability* condition (e.g. physical, learning, psychological, vision, hearing, etc.) who needs to arrange reasonable accommodations, must contact the instructor and the Disabilities Office at the *beginning* of each semester. (If the diagnosis of the disability occurs during the academic year, the student must self-identify with the Disabilities Director *as soon as possible* in order to get academic accommodations in place for the remainder of the semester.) The Disabilities Office is located in Room 102 of the Lee Academic Center, telephone, (501) 279-4019.