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MINNESOTA SCHOOL OF BUSINESS
GLOBE COLLEGE
TECHNICAL COURSE SYLLABUS

COURSE NUMBER: **GD100** COURSE TITLE: INTRODUCTION TO GAME PROGRAMMING
COURSE LENGTH: 12 WEEKS CREDIT HOURS: 3
PREREQUISITES OR CONCURRENT: NT105: CONTACT HOURS: 50 (LECTURE 10/ LAB 40)

TEXT: GAME PROGRAMMING STARTER KIT 6.0, 2002, Pearson Education
ISBN: 1-5759595673X

TEXT: *BEGINNER'S GUIDE TO DARKBASIC GAME PROGRAMMING, Jonathans. Harbour, Joshua R. Smith, Premier Press*
ISBN: 1592000096

COURSE DESCRIPTION: This course will teach students the fundamentals of game design and master design documents. The areas of study will include design issues, introduction to game programming, and level design. The course will also cover fundamental production and post-production techniques.

OBJECTIVES: Upon completion of this course, the student will be able to:

1. To gain a fundamental understanding of the design of games.
2. Gain an understanding of master design documents.
3. Evaluate the basic process of creating a game.
4. Demonstrate an understanding of programming theory
5. Display an understanding of game and level design.
6. Identify and discuss game genres and playing perspectives.
7. Use skills gained in the course to effectively present a prototype game.

COURSE OUTLINE:

Topics & Class Activities	Required Reading
Week 1	
Pre-Production	
Game Genres and Playing Perspectives	
General Game Design	
Design Documents	
Week 2	
Pre-Production	
General Game Design continued	
Design Documents	
Master Design Document Template	
3D GameStudio Standard	CD: Disk 3
Installing 3D GameStudio	
3D GameStudio tutorial	wdlman.pdf Pages 1-23
Week 3	
Pre-Production	
Level Design	
Puzzle Design	
Mission Design	
3D GameStudio Standard	CD: Disk 3
3D GameStudio Physics	wdlman.pdf Pages 24-30

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Topics & Class Activities	Required Reading
Week 4	
Production	
Programming Theory	
Brickout	
AI	
3D GameStudio Standard	CD: Disk 3
AI	wdlman.pdf
	Pages 31-37
Week 5	
Production	
Game Art & Animation	
User Interface	
Week 6	
3D GameStudio Standard	CD: Disk 3
User Interfaces	wdlman.pdf
Level Design	Pages 38-44
Week 7	
3D GameStudio Standard	CD: Disk 3
Functions	wdlman.pdf
	Pages 47-82
Week 8	
Production	
Sound Engineering	
Music and Games	
3D GameStudio Standard	CD: Disk 3
Variables, Strings, and Pointers	wdlman.pdf
	Pages 83-86
Week 9	
Post-Production	
Game Testing	
Technical Support and Customer Service	
Public Relations and Marketing	
3D GameStudio Standard	CD: Disk 3
File Objects	wdlman.pdf
Entities	Pages 87-101

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Topics & Class Activities	Required Reading
Week 10	
Post-Production	
Shareware	
Industry	
3D GameStudio Standard	CD: Disk 3
User Interfaces	wdlman.pdf
	Pages 102-109
Week 11	
Post-Production	
Game Resources	
Conventions, Organizations, and Awards	
3D GameStudio Standard	CD: Disk 3
Engine Variables and Predefines	wdlman.pdf
	Pages 110-130
Week 12	
Presentation of Design Documents	
Presentation of Prototype	
Final Exam	

INSTRUCTIONAL METHODS: Class sessions will consist of instructor lectures, demonstrations, critique sessions, process and planning exercises, and assignments. Students will be assigned reading from required texts and instructor provided handouts. Students should expect research, writing and presentation assignments.

EVALUATION METHODS:

Grades are an indicator of overall performance, achievement and participation. Students are responsible for completing all course requirements on time to receive credit. Final projects will be presented during finals week.

Written projects / reports	300
Testing	200
Final Project	300
Attendance and Participation	200

The final grade for the course is based on an accumulation of points in each of the above areas and weighted accordingly. A total of 1000 points are possible. These points are based on the following percentages:

100-90%	A
89-80%	B
79-70%	C
69-60%	D
59% and lower	N/C

SUPPLIES REQUIRED:

Notebook
Presentation Materials (3-ring binders)
1.44 MB Floppy Disks
Pens or pencils