



OTTERBEIN COLLEGE
DEPARTMENT OF MATHEMATICAL SCIENCES
COMP 4260
Introduction to Game Development
Spring 2013

Class	MW 11:45 - 12:45 p.m. in Towers 116 TR 11:30 – 1:00 p.m. in Towers 127
Class Web Page	http://faculty.otterbein.edu/DStucki/COMP4260
Instructor	David J. Stucki
Office	Towers 133
Office Hours	MWF 10:15 - 11:15, or by appointment
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Phone	823-1722
Home Phone	878-8002 (After 9 a.m. and before midnight , please)

Description An introduction to major issues in the development of electronic games. These include development processes and tools, technical and artistic development, software architectures and algorithms, graphics and interaction, simulation and more. Students will implement games or parts of games.

Prerequisites COMP 2100

Text *The Art of Game Design: A book of lenses*, Jesse Schell, CRC Press, 2008.

Learning HTML5 Game Programming: A Hands-on Guide to Building Online Games Using Canvas, SVG, and WebGL, James L. Williams, Addison-Wesley, 2011.

- DO NOT PURCHASE THIS TEXT! (Unless you really want it!)
- This textbook is available electronically through the Otterbein's participation in OhioLink Safari Books:
<http://proquest.safaribooksonline.com/?uiCode=ohlink&xmlId=9780132685108> (or off campus:
<http://proxy.ohiolink.edu:9099/login?url=http://proquest.safaribooksonline.com/?uiCode=ohlink&xmlId=9780132685108>)

Head First HTML5 Programming: Building Web Apps with JavaScript, Eric Freeman & Elisabeth Robson, O'Reilly, 2011.

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<http://proquest.safaribooksonline.com/?uiCode=ohlink&xmlId=9781449314712> (or off campus:
<http://proxy.ohiolink.edu:9099/login?url=http://proquest.safaribooksonline.com/?uiCode=ohlink&xmlId=9781449314712>)

Caution: Do not buy international versions of texts online. They may not be identical and have no resale value. ALSO BEWARE OF KINDLE EDITIONS: MANY ARE NOT FORMATTED WELL FOR EBOOK FORMAT!

Work Load "Students are expected to spend three hours per week (including class hours) in study for each quarter hour of credit attempted." See 2010-2011 Undergraduate Course Catalog in the third paragraph under The Calendar. Since COMP 4230 is 2 credit hours, 84 hours of study is expected: 35 hours in class (5 hours per week in lecture and lab), and **49 hours beyond class hours** (7 hours per week).

Classwork There will be regular reading assignments and discussion questions. Being prepared for class is expected and there may be assignments given that help to incentivize this behavior.

Project The main deliverable of this course is a game project. All games must be implemented in HTML5 & Javascript and should be cross-browser/platform compatible.

Exams There will be a no written exams. The final exam period will be used for final project demonstrations.

Participation We pose and solve problems in a social context. Therefore, we need each other. This need is the reason we have classroom and lab sessions. ***Attendance is required.*** Each time you are absent without *advance* permission, you will lose part of your grade (taken from the participation category). Each student is expected to participate in the class discussions throughout the semester. To this end, all assigned readings for each week should be completed before the class period in which they are discussed.

Disabilities If you need an accommodation based on the impact of a disability, you should contact me to arrange an appointment as soon as possible. At the appointment we can discuss the course format, anticipate your needs and explore potential accommodations. I rely on the Disability Services Coordinator for assistance in verifying the need for accommodations and developing strategies. If you have not previously contacted the Disability Services Coordinator Kera McClain Manley (823-1618), I encourage you to do so.

Academic Misconduct Policy All members of the Otterbein College community of learners are expected to follow the rules and customs of proper academic conduct. Proper conduct includes avoiding academic misconduct as defined in the [Student Life Handbook](#). Students are encouraged to help each other learn the course material. Unless specifically prohibited, you may discuss homework problems and lab exercises with one another. Participants in these discussions usually enjoy the benefit of deeper and greater learning. However, all work submitted for evaluation that is based on discussions with others must be your own work; created with your own hands and fingers while thinking it through.

Any work submitted for evaluation that includes work done by another, copying of another's work, or the result of following another's step-by-step keystrokes and mouse clicks, is a case of academic misconduct. When academic misconduct is found in any assignment or examination you submit, you will receive a zero grade for that assignment or exam. The misconduct will also be reported to the Office of the Academic Dean. If a previous academic misconduct offense is on your record, you will receive a grade of F for this course and a referral to the judicial system.

Grading	<u>Assignment</u>	<u>Weight</u>	<u>Range</u>	<u>Grade</u>	<u>Range</u>	<u>Grade</u>
	Project	50%	93 - 100%	A	73 - 76.9%	C
	Classwork	20%	90 - 92.9%	A-	70 - 72.9%	C-
	Participation	30%	87 - 89.9%	B+	65 - 69.9%	D+
			83 - 86.9%	B	60 - 64.9%	D
			80 - 82.9%	B-	0 - 59.9%	F
			77 - 79.9%	C+		
