

GDD 411 HA: Game Lab 6 –Teams

COURSE INFO	<p>GDD 411 HA Spring 2021 Monday - Wednesday, 1:30 pm - 2:45 pm Tator Hall, Room 129 http://mywebspace.quinnipiac.edu/jbwarren/411</p>
INSTRUCTOR INFO	<p>Jonah Warren jonah.warren@quinnipiac.edu 203.582.7921 CAS 1 316</p>
OFFICE HOURS	<p>My office hours are: Tuesday and Thursday, 1:00 PM - 2:30 PM</p> <p>All other times by appointment. I'm available via email during the week (Monday-Friday) and will try to respond to emails within 48 hours. Emails received on the weekend will be responded to by the beginning of the following week.</p>
DESCRIPTION	<p>In this course, teams complete working versions of games begun in Game Lab V. Students manage the life cycle of the game development process for a specific platform including troubleshooting, play-testing, usability testing and final revisions. Teams prepare a report that summarizes plans for distribution, software standards, software testing and quality assurance. At the end of the semester, teams present a working prototype and provide documentation of their design and development process.</p>
LEARNING OUTCOMES	<p>Students in GDD 411 will learn about:</p> <ul style="list-style-type: none">• How to make games using Unity and C#;• The process of making games: iterative design, playtesting, and analysis;• How to present game ideas, critically evaluate games, and give clear feedback;• How to work in teams.
PHILOSOPHY	<p>Predicting the behavior of complex systems like games is difficult. The only way to know whether or not a game idea will make for a meaningful experience is by building it. We will focus on the process of iteration: we'll build prototypes, test them, fix problems, and build again. Mistakes and incorrect assumptions are to be embraced as a part of the process.</p> <p>Being an active participant in the creation of games is essential to studying it as a medium. Game labs give students the opportunity to explore this process on a few different levels. Students experience the game development process first-hand by</p>

working on a team of individuals with different skill sets and roles. By regularly analyzing the process of their peers and giving feedback, students also become a meaningful participants in the their classmates' projects as well.

STRUCTURE

The first two weeks of the semester will consist of an individual assignment that will be an opportunity for students to refine an existing game to make it portfolio-ready. After this, the class will turn into a more traditional design lab, where class time will be dedicated to one large project, working in teams. These larger projects will consist of presentations, design documents, playtesting, critique, and reflection.

TEAMS

Most of your work will be team-based. It is crucial to be respectful of your teammates, their perspectives, and obligations. Part of your grade is how you handle yourself as a teammate. Each team will identify a lead. It is the team lead's responsibility to ensure the team is communicating properly and resolve any disputes. Should a situation prove impossible to resolve, the team lead should contact the professor, who will serve as mediator. Do not expect the professor to resolve disputes that occur outside the classroom. It is recommended for teams to write up a simple agreement of expectations before the start of a project.

WEBSITES

Our class website is:

<http://mywebspace.quinnipiac.edu/jbwarren/411>

A shortcut to the site is: <http://bit.ly/gdd-411>. Students must post assignments to their website on mywebspace. Please create a folder for the class named 411.

SOFTWARE

We will be using Unity to create games. If you'd like to use Unreal or some other engine, that should be fine, but please let me know. You can find Unity here: <https://unity3d.com/get-unity/download>. You may also complete coursework working in the lab. Each workstation in the GDD Lab has all the software needed to complete required assignments.

USER ACCOUNTS

A number of the software programs we use will require you to create a personal user account. Please use your Quinnipiac email and usernames when signing up. For example, if your name is John Smith Doe, please sign up with the following credentials:

Name: John Doe Username: jsdoe Email: John.Doe@quinnipiac.edu

It is recommended that you use your QU password as well. Be sure to keep your password in a safe place.

GDD STORAGE

GDD is a program in which you will be generating a great deal of digital content. Safe storage of this material is essential to your success in the GDD program. We recommend using One Drive, accessible through your Outlook email account, but it is essential that you also have your own external drive in which you keep

current and backup files for all of your work. Do not leave materials on the hard drives of the machines in the lab as these machines can crash or have the drives wiped unpredictably. As professionals in this field we expect you to understand that lost or damaged files are not an excuse for missing or late work. Backup your work and archive it regularly.

STUDENT WORK

GDD keeps an archive of student work which may be displayed on the program website and used to publicize and promote our students and our program. At the end of each semester, you are responsible for turning in your completed projects with all associated code and media, to your professor. For your final project, you should also turn in a video of gameplay. Make sure all media is accurately credited. You should also have a website that GDD will link to from the student page of the GDD site that provides links to your bio and completed projects.

LAB RULES

No eating in the lab. No cellphone use during class time. No working on projects, browsing the web or watching YouTube while other students are making presentations or during class discussions. This is extremely disrespectful towards your classmates and will negatively impact your grade.

SCHEDULE

WEEK 1 – Intros, Course Structure
WEEK 2 – Individual Assignment
WEEK 3 – Individual Assignment
WEEK 4 – Main Project: Research + Game Idea Presentations
WEEK 5 – Main Project: Game Design Document + Prototype Development
WEEK 6 – Main Project: Playtest and Iterate
WEEK 7 – Main Project: Playtest and Iterate
WEEK 8 – Main Project: Playtest and Iterate
WEEK 9 – Main Project: Midterm Presentation
WEEK 10 – Main Project: Playtest and Iterate
WEEK 11 – Main Project: Playtest and Iterate
WEEK 12 – Main Project: Playtest and Iterate
WEEK 13 – Main Project: Final Games
WEEK 14 – Main Project: Marketing
FINAL EXAM – Main Project: Final Presentations

FINAL

We will meet during the scheduled exam period for final project presentations. Attendance is required, so make your travel plans accordingly.

GRADE BREAKDOWN

20%	Assignments
70%	Main Project (~35% shared grades, ~65% individual grades)*
10%	Professionalism

If you do not show up for your final presentation without notifying me prior, you will fail the final project. This often means failing the class.

GRADING RUBRIC

Assignment and weekly final project grades will use the following scale:

100(A)	Excellent work. You went above and beyond the assignment. Professional quality.
90(A-)	Great work. You demonstrate mastery of the subject matter.
85(B)	You completed the assignment, posted it before the due date, and demonstrate proficiency and some creativity.
75(C)	You completed the assignment, posted it before the due date, and show some understanding of concepts, with little creativity.
60(D)	Unsatisfactory. Does not satisfy the learning requirements.
0(F)	You didn't hand in your work before the due date.

Final project grades will use the following scale:

100(A)	Excellent work. You went above and beyond the assignment. Professional quality.
95(A)	Excellent work. You demonstrate deep engagement with the subject matter.
90(A-)	Great work. You demonstrate mastery of the subject matter.
85(B)	Very good work. You demonstrate basic mastery of the subject matter.
80(B-)	Good work. You understand the subject matter and demonstrate proficiency. The work is solid, but not original or creative.
75(C)	Satisfactory work. You shows understanding of basic concepts but has occasional lapses.
70(C-)	Poor work. Barely adequate. Shows major gaps in understanding.
60(D)	Unsatisfactory. Does not satisfy the learning requirements.
0(F)	You didn't hand in your work before the due date.

***Main Project Grades:**

While your main project grade will be made up of shared grades (midterm, final = ~35%) and individual grades (weekly contributions = ~65%), the majority will be determined by your individual weekly contributions. The exact breakdown will be determined when the project begins (and how many weeks we have). Although you will be contributing in different ways (e.g., art, programming, UI), it is essential that all teammates document their work on a weekly basis on Trello (or some other project management software). Documentation should entail posting artwork, screenshots, code, descriptions, and builds. I use this documentation to determine your weekly grades, so if nothing is posted, you will receive a zero. You will be graded on the quantity and quality of your work. There should be five hours of work documented each week.

****Professionalism Grades:**

Your professionalism grade will use the Quinnipiac Grading Scale below and be based on your conduct in class, participation, general engagement, respect for the learning environment and respect for your classmates and your teammates. If do not contribute, watch YouTube videos during critique, or are regularly disrespectful of your teammates do not expect a passing grade. You will lose two points from this grade if you have your phone out during class discussion.

CHECKING GRADES

It is your responsibility to keep track of your grades throughout the semester. Grades will be posted on Blackboard and may be checked at any time. If you are not doing as well as you would like to be, you can meet with me to discuss extra credit projects BEFORE the semester ends. If you feel that I have made a mistake recording a grade or failed to enter a grade that you earned correctly, please email me so that I can correct it. Do not contact me just because you want a higher grade on a graded assignment.

GRADING SCALE

Your final letter grade is based on the Quinnipiac Grading Scale as follows:

A 93–100	B+ 87–89	B- 80–82	C 73–76	D 60–69
A- 90–92	B 83–86	C+ 77–79	C- 70–72	F 0–59

NOTE: A grade of C- or better is required in all game design and development courses and prerequisites. Students with a GPA of less than 2.0 will be put on probation. After two semesters on probation, students will be advised to change majors.

PLAGIARISM

All the work you do for class must be your own unless you cite it. Clearly provide links to any code, art, music, or sound you use to complete assignments. This is especially important regarding the use of tutorials and using other people's code. If you use a tutorial from the web that includes code, I expect you to be able to explain how each line of code works, notify me that you are using a tutorial, and provide a link to that tutorial. *If you fail to cite your sources, it will be assumed that you are trying to pass off the work as your own and it will be considered plagiarism.* This will result in a zero on the assignment, notifying the Academic Integrity Board and a permanent record in your file. **See below for more information about Quinnipiac's Academic Integrity policy.**

ACADEMIC INTEGRITY

At Quinnipiac, our community has chosen integrity as one of its guiding principles. Our academic integrity policy is based on the five fundamental values outlined by the Center for Academic Integrity: honesty, trust, responsibility, fairness and respect. "Double Dipping" (Multiple Uses of the Same Work) or presenting the same or substantially the same written work (or portion thereof) as part of the course requirement for more than one project or course, requires the express prior written permission of the instructor(s) involved. Any violation will be dealt with according to the Integrity policy, which can be found at:

<https://myq.quinnipiac.edu/Academics/Academic%20Integrity/Pages/default.aspx>

STUDENT HANDBOOK

The Quinnipiac University Student Handbook is intended to serve as a source of information on the many services, activities and policies of Quinnipiac. The handbook can be found at:

<http://www.quinnipiac.edu/student-experience/health-and-safety/student-handbook/>

- VPA ABSENCE POLICY** You are expected to be in class ready to work at the beginning of the scheduled class time. PROMPT ARRIVAL TO CLASS IS EXPECTED. Three late arrivals to class will equal one absence. PLEASE NOTE: IF YOU HAVE 6 OR MORE ABSENCES YOU MAY BE ASKED TO WITHDRAW FROM THE COURSE. 7 ABSENCES DURING THE SEMESTER WILL RESULT IN A FAILING GRADE. Attendance for the last class meeting scheduled during Finals Week is required. In the case of extenuating circumstances, such as an ongoing illness or the death of a loved one, the professor should be consulted as soon as possible, and documentation from the Student Affairs office may be required. In such circumstances the faculty and student can negotiate the possibility of granting an “Incomplete.” In the rare cases where a student is allowed to take an “Incomplete” as the result of extenuating circumstances, the student must follow the guidelines and timelines stipulated in the University catalog.
- VPA LATE WORK POLICY** The assignments for this class must be turned in complete and on-time. NO LATE WORK IS ACCEPTED. If you have a medical or family emergency which will prevent you from getting your work done, it is your obligation to notify the professor of this fact and provide him/her with the appropriate documentation BEFORE the due date of the assignment. If your work is not turned in on time and you have not provided an excuse prior to the due date, do NOT email the professor with justifications. You will simply not receive credit for the assignment.
- INCLUSION STATEMENT** GDD is committed to maintaining an environment in which all members are treated equitably, feel fairly represented, and are comfortable discussing topics, particularly controversial ones, with civility and open-mindedness. We are working to build a community of diverse individuals who can celebrate our differences while building on what we have in common. Game design is a creative practice, so we encourage wide-ranging explorations of what is possible while respecting practices that work toward the greater good. We ask all members of the community to think about the work they are producing and ask themselves if they are consciously or unconsciously reproducing or reinforcing stereotypes, bias, or other elements that reinforce systemic racism, sexism, bigotry or other inequalities. Games can change the world; let’s make sure we are changing it in a positive way.
- POLICY ON DISABILITIES** Quinnipiac University is committed to creating a learning environment that meets the needs of its diverse student body. If you anticipate or experience any barriers to learning in this course, please feel welcome to discuss your concerns with me.

If you have a disability, or think you may have a disability, you may also want to

meet with the Office of Student Accessibility, to begin this conversation or to request reasonable accommodations. Quinnipiac University complies with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act of 1973.

Please contact the Office of Student Accessibility by emailing access@qu.edu, or by calling (203) 582 – 7600. If you have already been approved for accommodations through the Office of Student Accessibility, please meet with me so we can develop an implementation plan together.

LEARNING COMMONS

The Learning Commons is a place for students to go when they want to achieve a level of performance they can't reach on their own. In a setting of practice and growth, student resources are provided through Peer Educator programs, the Office of Student Accessibility, and Academic Development & Outreach professional staff. The Learning Commons can be found at the Mount Carmel Campus in the North wing of the Arnold Bernhard Library; and at the North Haven Campus on the third floor of the Law School (SLE-340). Students are encouraged to visit The Learning Commons for support with class content, to improve study skills, to consult on academic success strategies, and for general developmental advising needs.

Phone: 203-582-8628

Email: LearningCommons@Quinnipiac.edu

Website: <https://www.qu.edu/student-resources/academic-support.html>