

GDD 210

Game Lab 1: Team Projects

Instructor Information

	Information
Instructor Name	Professor Blake
Instructor Email	cblake@quinnipiac.edu
Office Hours	M/W: 11:00AM – 1:00PM
Office Location	CAS 1 – Room 339
Phone Number	e.g. 203-582-7954

Course Information

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Course Format	In-person lecture
Course Location	SITE 105
Course Times	Tuesdays & Thursdays, 9:30AM – 10:15AM

Course Description

This is the first of a two-course sequence focusing on game production, coding, prototyping, and playtesting. In Game Lab I, students work individually and in teams to define and develop game concepts, research content, develop game mechanics, create game assets, and build working prototypes. Prerequisites may be waived with permission from the program director.

Course Learning Objectives (CLOs)

Students in GDD 210 will

- Learn the basics of developing 2D and 2D games in the Unity game engine.
- Learn how to make a first-person controller using C#.
- Learn how to work with materials and lights to express their artistic vision inside their game.
- Practice the process of making games: iterative design, playtesting, and critical analysis.
- Learn how to present game ideas clearly, critically evaluate games, and give clear feedback.
- Practice developing games in teams, using industry standard techniques and tools.

By the completion of this course, you will be able to:

1. Work with a small team to create a 2D and 3D game in Unity.
2. Manage player input to control actions inside a game.
3. Bring artistic ideas to life through the application of materials and lighting within a game project.

Course Materials

Required Materials

All required hardware and software are available to students in the GDD labs in SITE.

Course Learning Activities & Assessments

Labs

Each lab consists of a lecture component, where a new topic is introduced and thoroughly explored. The lectures usually span 3-4 classes, after which students are given recordings of the lecture, in addition to the learning materials on the course website, to ensure ample material is available should you need it. After the lecture, a lab project is due. These projects are small demonstrations of the topics covered in an interactive microgame, where your ability to implement the features covered in the lab are assessed for expertise in a class presentation of your work.

Quizzes

Following each lab project presentation, a quiz on the material will be given. These are small, hands-on activities that allow me to assess how you apply the lessons learned in real time.

Final Project

The final project is a larger-scoped, group project, where you will learn how to design and develop a game with a team through the initial brainstorming phase, preproduction, prototyping, and launch stages. Weekly presentations on the team's progress and playtest sessions will drive your iterative design process, where you will use feedback to guide the development of your game. You will be assessed on the quality of your contributions to the project.

Professionalism

An assessment of your professionalism inside and out of the classroom. You are expected to be on time to class, submit your work on time, and to be respectful. Your effort towards your work reflects your commitment to your craft, your team, and your career.

Final Grades

Please read this section carefully. Final grades will be determined by student performance according to the following:

ASSIGNMENT/ASSESSMENT	Points	% OF FINAL GRADE
Lab 1 – Developing Games in Three Dimensions	100	20%
Lab 2 – Character Controllers	100	20%
Lab 3 – Lighting & Materials in Unity	100	20%
Final Project	200	35%
Professionalism	25	5%
Total	525	100%

The final letter grade is determined based on the [university grading policy](#):

LETTER GRADE	NUMERICAL RANGE	GRADE POINT VALUE
A	93-100	4.00
A-	90-92	3.67
B+	87-89	3.33
B	83-86	3.00
B-	80-82	2.67
C+	77-79	2.33
C	73-76	2.00
C-	70-72	1.67
D	60-69	1.00
F	0-59	0.00

Late Work

Lab submissions must be submitted by the posted date and time that they are due. If you wish to resubmit their work for reevaluation, you may do so up until two weeks prior to the posted final meeting date for the course. You must inform me of the resubmission via email in order to consider it resubmitted.

Quizzes may not be resubmitted. If you miss a quiz, you are responsible for contacting me about making up the quiz.

The final project is due during the scheduled final meeting of the course, so it cannot be resubmitted late.

Evaluation Concerns

If you believe that an assignment was evaluated improperly, you should contact me immediately and communicate the reason for their disagreement with the posted grade. In the case a mistake in evaluation was made, I will reevaluate the grade as soon as possible.

Course Expectations

Expectations For Attendance and Participation

You are expected to be in class ready to work at the beginning of the scheduled class time.

If you miss 6 or more classes, you may be asked to withdraw from the course.

If you miss 7 classes, you will receive a failing grade in the course.

If you are experiencing extenuating circumstances which are causing attendance issues, please let me know so that we can find a way to ensure you pass the course.

Fostering Our Classroom Community

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.

Technology Requirements and Skills

This course requires students to be familiar with the Unity game engine and the C# programming language. You should also be comfortable with your operating system (Windows/Mac/Linux) so that you can perform basic tasks: directory management, software installation, web browsing, etc.

AI in the Classroom

The use of AI tools (ChatGPT, etc.) is permitted in this course for the following activities:

4. Brainstorming and refining your ideas;
5. Finding information on your topic;
6. Drafting an outline to organize your thoughts
7. Checking grammar and style.
8. Code assistance **You must be able to demonstrate that you understand the code generated by AI.** If you do not understand it, research the code further so that you do.
9. Concept art. You may generate art which helps you design/refine your art direction, UI, etc. **AI generated art should not be in game for your final submission.**

The use of AI tools is not permitted in this course for the following activities:

10. Writing direct responses from you, such as using AI to compose discussions, reflections, etc.
11. Communicating with me. I'd like to talk to you in your own words.

You are responsible for any information you submit based on an AI query - be sure it doesn't violate copyright laws, contain misinformation, or be unethical in any way. Your use of AI tools must be properly documented and cited in order to stay within university policies on academic honesty. For example, please see these resources for [APA style guidance for ChatGPT](#). Any assignment that is found to have used AI in an unauthorized way will receive a "0" for the assignment. When in doubt about permitted usage, please ask for clarification.

Support From Your Instructor

I am generally readily available to assist you outside of the classroom throughout the semester. I usually respond to emails within 24 hours and Discord within 6 hours. I can meet with you in my office, in the GDD labs, or via Zoom.

My course websites are packed with information about our lessons, and I post recordings of our lectures on Canvas. If those resources are not enough, you can always set up a meeting with me to go over lessons again. Please [book meetings](#) here or contact me via email.

University Policies

Academic Integrity

In its mission statement, Quinnipiac emphasizes its commitment to the academic community. As an academic community, our students, faculty and staff work together to acquire and extend knowledge, develop skills and competencies, and serve the greater good of our nation and local communities. Our individual and collective inquiry and pursuit of knowledge are only possible when each of us in the community is aware of and strives to maintain a code of ethical practice and integrity. **As a Quinnipiac student, you are expected to uphold Quinnipiac's Academic Integrity Policy.** Please see [Quinnipiac's University Policies Page](#) for our complete academic integrity policy.

Students with Disabilities

Students with disabilities who wish to request reasonable accommodations should email access@qu.edu, or call (203) 582 – 7600. Quinnipiac University complies with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. Please see [Quinnipiac's "Guidelines and Procedures for Students with Disabilities" page](#) for our complete disability policy.

Statement of Inclusive Values

At Quinnipiac University, we believe excellence is inclusive and built upon equity, so all groups feel welcome to fully participate in and contribute to our mission. Achieving this level of excellence requires creating a sense of belonging for all individuals—especially historically marginalized members of society—by affirming the worth, dignity, legitimacy and equality of everyone in the Quinnipiac community and beyond, regardless of race, ethnicity, sex, age, sexual orientation, gender identity, disability, religion, national origin, political viewpoints, veteran status or socio-economic background. Please see [Quinnipiac's "Statement of Inclusive Values" page](#) for our complete statement.

Course Schedule

Course schedule outlined on the University Learning Management System (Canvas, Blackboard, etc.)