

GDD 311: Game Lab 4 -Teams

COURSE INFO GDD 311 Fall 2024. Monday - Wednesday, 9:00 am - 10:15 am Tator Hall, Room 129

INSTRUCTOR INFO Elena Bertozzi, PhD.
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OFFICE HOURS Monday, 1 PM - 2 PM

Other times by appointment. I'm available via email during the week (Monday-Friday) and will respond to emails within 48 hours. Emails received on the weekend will be responded to by the beginning of the following week.

DESCRIPTION

This class focuses on producing a finished polished game for an external client or taking a game that has already been started in previous classes and publishing it for an intended market (e.g., Steam). The class will cover issues relating to project management, professionalism, how to work with clients, how to manage game data, marketing, publishing to app stores and legal concerns.

LEARNING OUTCOMES

Students in GDD311 will learn and practice:

- Professional project management: NDAs, contracts regarding IP and copyright, project management processes (Agile, Scrum) and software (Trello/ HackNPlan), budgeting of time and money
- Game Process documentation: Design documents, playable prototypes, contracts regarding content, interaction with clients, Quality Assurance
- Code and Software management: Git, version control, Production of game for different platforms, management of data produced during gameplay
- Time management: Accurate project effort estimation and ability to make deadlines
- Publishing: i.e. app stores and Steam

STRUCTURE

The entire course will be devoted to the completion of a large game project. As the semester progresses, we will touch on various aspects of professional game development. Supplemental assignments will ask students to practice these concepts within the context of their own projects.

TEAMS

You will be working on a team and learning how to formally manage that process. It is crucial that you be respectful of your teammates and their perspectives, and meet your obligations to them. 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.

WEBSITES

Our class website is: <http://mywebspace.quinnipiac.edu/egbertozzi/311>

You will be responsible for creating a project website where you will document the process of creating the project you are working on. You can use your software of choice. This site should include links to your project Git.

READINGS : these will be linked from the schedule page of the website. They should be read before the week that they are listed on.

SOFTWARE

For the most part, 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:

<http://unity3d.com/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.

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. Your team should link to the project from each individual portfolio.

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. You may leave the room at any time without asking permission if you have to attend to an urgent issue.

SCHEDULE

WEEK 1 – Intros, Project Selection
WEEK 2 – Project: Planning – Roles, Goals, Trello, Gantt Chart
WEEK 3 – Project: Planning – Scrum
WEEK 4 – Project: Project Development – Git Hub set up & practice
WEEK 5 – Project: Project Development – Technical
WEEK 6 – Project: Playtest and Iterate – Legal Docs
WEEK 7 – Project: Playtest and Iterate
WEEK 8 – Project: Midterm Presentation
WEEK 9 – Project: Analytics & Marketing
WEEK 10 – Project: Playtest and Iterate
WEEK 11 – Project: Publishing practice- app stores
WEEK 12 – Project: Playtesting summary and conclusions
WEEK 13 – Project: Playtest and Iterate
WEEK 14 – Project: Distribution & Next Steps
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

Total grade 1000pts. Breakdown:

100	Budget, Money & Time management documentation
200	Design documents, Miro chart of game structure and content, market analysis.
100	Testable prototype
100	Iterative Playtesting documentation: questionnaire, video, analysis
210	Individual Weekly Contributions Grade
190	Final product & presentation
100	Team/ self-assessment

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 RUBRICS Each grade you get will be broken down into categories. Each of those categories will be evaluated using the following metrics: Exceeds Expectations (100%), Meets Expectations (80%), Approaches Expectations (60%), Does Not Meet Expectations (40%), or Not Attempted (0%). The rubric for each assignment can be found on Blackboard. You can always improve your grade by resubmitting work and/or doing extra credit. Contact me for details.

***Project Grades:**

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 ranges based on project role and can include: posting artwork, screenshots, code, descriptions, and builds. Summarize your contribution in the weekly reporting.

The expectation is a minimum of 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, use non class related social media or internet, 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 is linked on Blackboard.

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 is linked on Blackboard

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 some cases, 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", the student must follow the guidelines and timelines stipulated in the University catalog.

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>