

# Course Syllabus

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NOTE: This syllabus is subject to change during the semester. Please check this syllabus on a regular basis for any updates.

**Department** : Computer Sciences

**Course Title** : Level Design I

**Section Name** : GAME 1304

**Start Date** : 08/27/2012

**End Date** : 12/10/2012

**Modality** : FACE-TO-FACE

**Credits** : 3

## Instructor Information

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**Name** : Josette Zeigler

**OC Email** : jzeigler@odessa.edu

**Mobile #** 432-352-3399

## Course Description

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Introduction to the tools and concepts used to create levels for games and simulations. Incorporates level design, architecture theory, concepts of critical path and flow, balancing, play testing, and storytelling. Includes utilization of toolsets from industry titles.  
.Lab fee required.

## Prerequisites/Co-requisites

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Prerequisite: ITSC 1401

## [Scans](#)

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SCANS 1, 2, 6, 8, 9, 11

## Course Objectives

Analyse the pros and cons of a level including balance and emotional impact, create original game environments using existing game engines and tools, and evaluate existing architectural spaces for game aesthetics.

PLEASE PUT YOUR DEPARTMENT SPECIFIC INFORMATION IN THIS AREA

## Required Readings/Materials

a) You must purchase the following *required* readings/materials:



- Author: **By Jason “Buzz” Busby**
- Title: **Mastering Unreal Technology, Volume I: Introduction to Level Design with Unreal Engine 3**
- Publisher: Sams; 1 edition (July 31, 2009)
- ISBN-13: 978-0672329913
- **Required**



- Author: **By Ashish Amresh**
- Title: **Unreal Game Development**
- Publisher: A K Peters (July 28, 2010)
- ISBN-13: 978-1568814599
- **Required**

b) You are encouraged to buy the following *optional* books/materials

**You will need a jump drive of 2GB or bigger.**

## Course Requirements (Lectures, Assignments and Assessments)

You will read all chapters and do all assessments and projects.

Chapter	Assignment	Date Due
Chapter 1: Intro to Unreal Technology	Read and, write Synopsis and turn in Synopsis on BB	TBA
Chapter 2: Overview of Game Development	Read and, write Synopsis and turn in Synopsis on BB	TBA

Chapter 3: Up and Running: Hands on Level Creation Primer	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 4: A Universe of Brushes: World Geometry	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 5: Static Meshes	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 6: Introduction to Materials	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 7: Introduction to Lighting	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 8: Terrain	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 9: Introduction to Unreal Kismet	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 10: Unreal Matinee	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 11: Level Optimization	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 12: Level Streaming	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Final Exam		TBA

## Grading Policy

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### COURSE REQUIREMENTS:

ALL STUDENTS ARE EXPECTED TO:

1. Take all exams and complete all homework.
2. Complete all lab projects, which include Word, Excel, Access and PowerPoint lessons and Projects.

### WEIGHT OF COURSE REQUIREMENTS:

Chapter Synopsis	25%
Attendance	5%
Final Exam	10%
Projects	60%

### METHOD OF EVALUATION:

The general weighting of exams, assignments, and final exam for the Final grade in this particular course are:

- A: 90 - 100**
- B: 80 - 89**
- C: 70 - 79**
- D: 60 - 69**
- F: 0 - 59**

**NOTE: ALL ASSIGNMENTS FOR THE ENTIRE SEMESTER ARE POSTED ON THE CLASS GRADEBOOK WEBSITE. ALL QUIZZES AND LAB TEST DATES WILL BE POSTED.**

### ATTENDANCE POLICY

Attendance will be recorded and you will be graded once a week according to the number of days the class meets per week. For example, T-Th classes meet twice per week. If you attend both classes for the week, you will receive a 100 for the week. If you miss 1 day with an UNEXCUSED absence, then you will receive a 50 for the week. MWF classes meet 3 times per week. If you miss 1 day, your grade is a 66; if you miss 2 days, your grade will be a 33, If you miss all classes with UNEXCUSED absences, you will receive a 0 for the week. If you are enrolled in a web class, your attendance grade comes from the discussion board.

### COURSE REQUIREMENT DEADLINES

Credit will be given for ONLY those exams completed on exam days, and homework, and projects completed and turned in by the announced deadlines, unless **prior arrangements** have been made with and approved by the instructor. Zeros (0) will be recorded for any work for which arrangements have ***not*** been approved!!

## ACADEMIC ETHICS:

You are expected to create, edit format and print out your own assignments, take tests without notes or other outside assistance. **ALL WORK IS EXPECTED TO BE YOUR OWN.**

## Special Needs

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Odessa College complies with Section 504 of the Vocational Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990. If you have any special needs or issues pertaining to your access to and participation in this or any other class at Odessa College, please feel free to contact me to discuss our concerns. You may also call the Office of Disability services at 432-335-6861 to request assistance and accommodations.

## Learning Resource Center (Library)

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The Library, known as the [Learning Resources Center](#), provides research assistance via the [LRC's catalog \(print books, videos, e-books\)](#) and [databases \(journal and magazine articles\)](#). [Research guides](#) covering specific subject areas, [tutorials](#), and the ["Ask a Librarian "](#) service provide additional help.

## Student E-mail

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Please access your [Odessa College Student E-mail](#), by following the link to either set up or update your account: <http://www.odessa.edu/gmail/>. **All correspondence will be submitted using your Odessa College email.**

## Student Portal

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Please access your [Odessa College Student E-mail](#), by following the link to either set up or update your account: <http://www.odessa.edu/gmail/>. **All correspondence will be submitted using your Odessa College email.**

## Technical Support

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For Blackboard username and password help and for help accessing your online course availability and student email account contact the Student Success Center at 432-335-6878 or online at [https://www.odessa.edu/dept/ssc/helpdesk\\_form.htm](https://www.odessa.edu/dept/ssc/helpdesk_form.htm).

## Important School Policies

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For information regarding student support services, academic dishonesty, disciplinary actions, special accommodations, or students' and instructors' right to academic freedom can be found in the [Odessa College Student Handbook](#).