Course Syllabus

Department   : Computer Sciences
Course Title   : Level Design II
Section Name : GAME 2304
Start Date   : 01/22/2012
End Date   : 05/11/2012
Modality   : FACE-TO-FACE
Credits   : 3

Instructor Information

Name   : Josette Zeigler
OC Email : jzeigler@odessa.edu
Mobile #   432-352-3399

Course Description

Intermediate approach to the tools and concepts used to develop levels of games and simulations. Incorporates an intermediate exploration of 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

Prerequisite: ARTV 1403

Scans

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

Course Objectives

Analyze the pros and cons of level including balance and emotional impact; enhance original game environments using existing game engines and tools; and evaluate existing architectural spaces for game aesthetics.

Required Readings/Materials

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

- Title: Creating Games with Unity and Maya: How to Develop Fun and Marketable 3D Games
- ISBN-13: 978-0240818818•   Required

- Title: Game Development with Unity
- ISBN-13: 978-1435456587•   Recommended

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

 You will need a jump drive of 2 GB or larger.

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

Chapter	Assignment	Date Due
Chapter 1: Game Production Process	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 2: Maya Scenography Modeling	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 3: Maya Scenography UV Mapping	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 4: Maya Scenography Texturing	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 5: Unity Scenography Importing	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 6: Unity Scenography Creation Tools	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 7: Advanced Shading Lighting and Baking	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 8: Maya Character Creation	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 9: Maya Character UV Mapping and Texturing	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 10: Maya Rigging and Skinning and Unity Animated Character Importing and Implementation	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 11: Unity Sound	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 12: Introduction to Unity Scripting Basics and Graphical User Interface	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 13: Unity Triggers	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 14: Unity Raycasting	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 15: Unity Prefabs and Instantiation	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA

Chapter 16: Creating Inventory Systems	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 17: Health Systems Winning and Losing the Game	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA
Chapter 18: Unity Debugging Optimization and Builds	Read and do all steps for assignment, write Synopsis and turn in Project and Synopsis on BB	TBA

Grading Policy

COURSE REQUIREMENTS: ALL STUDENTS ARE EXPECTED TO:

1. Take all exams and complete all homework.
2. Complete all lab 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 REQUIRMENT 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.

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Special Needs

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)

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

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

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

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.

Important School Policies

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]().