GAM-401-N1: Game Workshop I – Fall 2025

Course Syllabus

Meeting Time and Location: Tuesdays and Thursdays, 2:50-4:20 PM, Fine Arts 249
Instructor: Matthew DiMatteo (he/him)
Email: mdimatteo@rider.edu
Office Hours: Tuesdays through Fridays, 4:30-5:15 PM (or by appointment), Fine Arts 214
If I'm not in my office, check for me in our classroom (Fine Arts 249)

Contents

Mutual respect and a commitment to inclusiveness are crucial to a positive learning environment. In this course, we will honor all members of the Rider community by fostering a learning environment that is respectful of others based on their identities and past experiences, including race, ethnicity, national origin, gender, sexuality, age, religion, culture, veteran status, and disability. I encourage any student who has concerns about the climate of this classroom or the behavior of others in the class to discuss matters with the instructor or department chair.

Health and Wellness Resources

Public Safety (Non-Emergency) 609-896-5029
Public Safety (Emergency) 609-896-7777
National Suicide and Crisis Lifeline: **Dial 988**
Student Health Center: Poyda Hall – healthcenter@rider.edu **609-896-5060**
Counseling Center: Zoerner House – counseling@rider.edu **609-896-5157**
Report an Incident

Tutoring and Accessibility Support

Academic Success Center: Bart Luedeke Center, Suite 237, academicsuccesscenter@rider.edu
Student Accessibility and Support Services: Bart Luedeke Center, Suite 201, accessibility@rider.edu

Course Description

The Game Workshop capstone courses are designed to give students a “real world” understanding of the digital game production process from a product’s inception to its public release. While learning the methods, tools, and techniques used by game development teams, students will work in teams to create a digital game, test it, market it, and release it to the public. Aspects of design, aesthetics, interface, monetization, and social and cultural context will all be considered.

Course Learning Goals

By successfully completing this capstone, students will:

1. Understand current standards, practices, and production methods used in the digital game design industry.
2. Learn the skills, tools, and technologies used to create games on digital platforms.
3. Be able to analyze and consider current market trends and industry drivers.
4. Work together in a team environment toward a common goal.
5. Specialize in and contribute to a particular aspect of game development.
6. Build and publish a fully functional digital game.

Course Requirements

Students will be expected to:

1. Manage tasks and adhere to a project schedule with milestone goals.
2. Perform regular playtesting sessions and iteratively improve the product based on feedback.
3. Meet regularly with faculty to discuss team and individual progress.
4. Meet regularly as a team both in and outside of class.
5. Maintain and document the project using GitHub.

Course Materials

1. **Canvas**: The Modules section will provide a week-by-week schedule with links to assignments and resources. The Announcements section will be used to post notifications on any changes to our meeting schedule or other relevant news. Any announcements made will also be copied as a class-wide email.
2. **GitHub**: Each team will create its own repository within **Rider-Game-Design-Program** on GitHub. Teams will use their repository as a version control system for project code and assets, as well as project management.
3. **External Storage**: Highly recommended for storing and transferring files. Each student’s Rider Google account includes 15 GB of cloud storage. A physical storage device is also recommended. A 1 TB drive can be a good personal investment for storing files beyond the scope of this course.
4. **Additional Costs and Expectations**: As the goal of this capstone sequence is to produce, release, and market a product, there may be some minor additional expenses dependent on the method of project release. Examples may include marketing costs or commercial web space.
   There is NO textbook for this course.

Assignments Calendar

- Due Week 02, Thu. Sep. 11: [Group] Project Repository & Team Agreement 5%
- Due Week 04, Tue. Sep. 23: [Group] Initial Ideation 5%
- Due Week 05, Tue. Sep. 30: [Group] Concept Document 5%
- Due Week 06, Thu. Oct. 9: [Group] Project Plan & Schedule 5%
- Due Week 07, Mon. Oct. 13: [Individual] Milestone #1 Self-Assessment 25%
- Due Week 12, Tue. Nov. 18: [Group] Proof-of-Concept Prototype 15%
- Due Week 13, Mon. Dec. 1: [Individual] Milestone #2 Self-Assessment 25%
- Due at Finals, Fri. Dec. 12: [Group] Design Document & Dev Log 15%

Jump to Assignments Guide for complete assignment instructions

Assignments are posted in the Assignments section of Canvas for your reference; however, all work should be submitted to GitHub with links posted to this spreadsheet.

Grading Scale

A	93.50-100%*
A-	89.50-93.49%
B+	86.50-89.49%
B	83.50-86.59%
B-	79.50-83.49%
C+	76.50-79.49%
C	73.50-76.49%
C-	69.50-73.49%
D	59.50-69.49%
F	0-59.49%

**A is the highest grade instructors can enter for final grades.*

Students must earn a **D or higher to pass the course** and earn its 3 credits.

Students must average a **C or higher across their courses** (2.0 GPA) to remain in Good Academic Standing.

Attendance Policy

- *Students are expected to attend all class meetings unless otherwise specified.*
- **Each unexcused absence will result in a grade penalty of 3 percentage points deducted from the overall semester grade**.
    - *e.g., a student averaging 88%, but with 2 unexcused absences, would receive a final grade of 82%.*
- If the student provides **timely notice** of any absence, it will be **excused**, with **no grade penalty**.

Late Work Policy

- Because this course is largely an exercise in project management, deadlines for completing production tasks are to be determined by each individual team, with input from faculty. Individuals will lose points for missed deadlines but are encouraged to revise deadlines, proactively, when necessary. Please see the following rubrics for details on how missed deadlines will impact individuals' grades: Milestone 1 | Milestone 2
- In addition to the tasks related to planning and producing a digital game, each team will be required to complete certain deliverables, such as a project plan and prototype, by set deadlines. The grade for these deliverables will be shared by each team member.
    - To earn full credit for each group deliverable, the team must upload its work, clearly labeled, to the team's repository within **Rider-Game-Design-Program** on GitHub and post a link to the work on this spreadsheet: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
    - **If the work does not meet the criteria detailed in the assignment instructions, this assignment will be considered LATE and will be subject to a grade penalty of -5% for each calendar day until it is completed satisfactorily. Assignments not completed at all will receive a grade of 0.**

Artificial Intelligence and Fair Use Policy

- There is no restriction on the use of Generative AI for this course. However, teams are strongly encouraged to consider their skillsets, personal learning goals, and goals for their game, and use Generative AI only inasmuch as it can expedite workflow, fill in gaps in skillsets, and supplement the overall game.
- ***Any use of generative AI must be disclosed when submitting assignments and wherever the game is publicly displayed.***
- Use of asset packs or assets obtained via services such as Unreal Engine Marketplace/Fab is permitted, ***provided that the assets are modified in some way*** (such as changing the texture of a 3D model, the colors of particle effects, the pitch of a sound effect, etc.).
- Failure to comply with this policy will result in a grade penalty to be determined by the instructor based on the severity of the infraction.
- Students are responsible for all costs related to use of AI services or any assets they purchase.
- Students are advised that AI-generated code may not always be correct and must often be fitted to one's program.

Course Schedule (subject to change)

Week 01 — Course Overview

- **Thu. Sep. 4, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Course Goals | Project Milestones & Evaluation | Course Schedule & Class Meeting Format
  - Course Policies: Attendance, Late Work, Artificial Intelligence & Fair Use
  - Further Info: Stages of Development | Team Structures & Dynamics
  - Lab Time: Students complete Production Experience & Preferences Survey (**DUE by class end**)

Conceptualization Phase

Week 02 — Team Formation

- **Tue. Sep. 9, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Announcement of team rosters
  - Instructions: Project Repository & Team Agreement (Due Week 2, Thu. Sep. 11)
  - Lesson: Using GitHub
  - Lab Time: Teams exchange contact info and work on Project Repository & Team Agreement
- **Thu. Sep. 11, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Lab Time: Teams finalize Team Agreements with input from faculty, then share with class
  - **DUE by class end: [Group] Project Repository & Team Agreement** (5% of Overall Grade)

Week 03 — Initial Ideation

- **Tue. Sep. 16, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Instructions: Initial Ideation (Due Week 4, Tue. Sep. 23)
  - Lab Time: Teams discuss potential game concepts amongst themselves
  - Further Info: Conceptualization | Developing a Game Idea | Pitching Your Ideas
- **Thu. Sep. 18, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Lab Time: Teams work on Initial Ideation with input from faculty

---

Week 04 — Selecting and Developing a Game Idea

- **Tue. Sep. 23, 2:50-4:20 PM, FA 249 (All students must attend)**
  - **DUE by class start: [Group] Initial Ideation** (5% of Overall Grade)
  - Discussion: Teams share potential game concepts and get feedback
- **Thu. Sep. 25, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Instructions: Concept Document (Due Week 5, Tue. Sep. 30)
  - Lab Time: Teams work on Concept Document

Week 05 — Concept Document & Project Plan

- **Tue. Sep. 30, 2:50-4:20 PM, FA 249 (All students must attend)**
  - **DUE by class start: [Group]** **Concept Document** (5% of Overall Grade)
  - Discussion: Teams share the concept they have decided to develop and get feedback
- **Thu. Oct. 2, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Lesson: Tasks, Deliverables, Dependencies
  - Instructions: Project Plan & Schedule (Due Week 6, Thu. Oct. 9)
  - Lab Time: Teams work on Project Plan & Schedule
  - Further Info: Scrum and Agile Development | Making a Project Plan

---

Week 06 — Project Plan & Schedule

- **Tue. Oct. 7, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Lab Time: Teams work on Project Plan & Schedule with input from faculty
- **Thu. Oct. 9, 2:50-4:20 PM, FA 249 (All students must attend)**
  - **DUE by class start: [Group]** **Project Plan & Schedule** (5% of Overall Grade)
  - Discussion: Teams share their Project Plan & Schedule and get feedback
  - Instructions: Milestone #1 Self-Assessment (Due Week 7, Mon. Oct. 13)

Week 07 — Milestone #1 Individual Assessment Meetings (FA 249)

- **DUE by 5pm Mon. Oct. 13: [Individual]** **Milestone #1 Self-Assessment** (25% of Overall Grade)
- **Tue. Oct. 14 (Individual meetings in place of usual class session; only attend your own meeting)**
  - Individual students meet with faculty to discuss progress and receive a milestone grade
- **Thu. Oct. 16 (Individual meetings in place of usual class session; only attend your own meeting)**
  - Individual students meet with faculty to discuss progress and receive a milestone grade

---

Pre-Production Phase

Week 08 — Pre-Production Phase Kickoff

- **Tue. Oct. 21, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Impressions and feedback from conceptualization stage | Discussion of pre-production stage goals
  - Instructions: Proof-of-Concept Prototype (Due Week 12, Tue. Nov. 18)
  - Instructions: Design Document & Dev Log (Due at Finals, Fri. Dec. 12)
  - Teams sign up for a weekly time slot for meeting with faculty
- **Thu. Oct. 23, 2:50-4:20 PM, FA 249 (All students must attend)**
  - Lesson: Prototyping Best Practices | Further Info: Design Documentation

---

Week 09 — Pre-Production Team/Faculty Meetings

- **Tue. Oct. 28, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups
- **Thu. Oct. 30, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups

---

Week 10 — Pre-Production Team/Faculty Meetings

- **Tue. Nov. 4, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups
- **Thu. Nov. 6, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups

If you wish to withdraw from a course, you must do so by this Friday (see Academic Calendar)

Week 11 — Pre-Production Team/Faculty Meetings

- **Tue. Nov. 11, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups
- **Thu. Nov. 13, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams meet with faculty and work in groups

---

Week 12 — Proof-of-Concept Prototype Presentations

- **Tue. Nov. 18, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams 1-3 present (30 min. each)
  - **DUE by class start *(for all teams)*: [Group] Proof-of-Concept Prototype** (15% of Overall Grade)
- **Thu. Nov. 20, 2:50-4:20 PM, FA 249 (All students must attend)**: Teams 4-6 present (30 min. each)
  - Instructions: Milestone #2 Self-Assessment (Due Week 13, Mon. Dec. 1)

*Course Evaluations will be open near the end of the semester (an email will be sent with the precise dates); if at least 75% of the class completes these, all students will receive 1 percentage point **extra credit** added to their final grade*

No Class Nov. 25-27 (Thanksgiving Break)

Week 13 — Milestone #2 Individual Assessment Meetings (FA 249)

- **DUE by 5pm Mon. Dec. 1: [Individual] Milestone #2 Self-Assessment** (25% of Overall Grade)
- **Tue. Dec. 2 (Individual meetings in place of usual class session; only attend your own meeting)**
  - Individual students meet with faculty to discuss progress and receive a milestone grade
- **Thu. Dec. 4 (Individual meetings in place of usual class session; only attend your own meeting)**
  - Individual students meet with faculty to discuss progress and receive a milestone grade
  - *If you wish to request a grade of Incomplete for this course, you must do so by this date*

Finals Week — Presentation of Playtest Feedback and Next Steps

- **Fri. Dec. 12, 3:30-5:30 PM, FA 249 (All students must attend)**
  - **DUE by class start: [Group] Design Document & Dev Log** (15% of Overall Grade)
  - Discussion: Teams present playtest feedback and next steps

Assignments Guide

Jump to Assignments Calendar

[Group] Project Repository & Team Agreement

Due Week 2, Thu. Sep. 11 by Class End

5% of Semester Grade

To Submit: Upload to GitHub and post link to this Google Sheets

Instructions

1. As a team, **agree on a team name** and **create a repository** within **Rider-Game-Design-Program** on GitHub. This repository will be your team's central hub for organizing your game project. Once you begin developing your game, you'll use this repository to:
    - Create a project schedule
    - Assign tasks to team members, set deadlines, and track progress
    - Upload game assets and code
    - Manage version control
    - Log bugs, perform triage (prioritization of bug fixes), and close issues

2. Create a **Team Agreement** that clearly defines:
    - The **production roles and responsibilities of each team member** (such as programming, art, sound)
        - Be as general or specific as you prefer (for example, you may have one general artist or multiple artists each specializing in a specific area such as environment art, character art, UI, textures, 3D models, etc.).
        - These role descriptions are subject to change but must be agreed upon by the entire team.
    - **Ownership of the intellectual property** the team plans to create through this capstone
        - How will individual team members be credited for their work, both in the game and on the project website (such as an itch.io page)?
        - Will the entire team share ownership of the project equally (recommended)?
        - If the project is monetized, how will individual team members be compensated?
        - If some members of the team wish to continue development beyond the scope of the capstone, but other team members do not, how will ownership be defined at that point?
        - This Team Agreement is not a legal document but may be useful in the event of a legal dispute.
        - In the event that the project continues beyond the scope of the capstone, your team may choose to modify the Agreement with the consensus of each team member.

Submitting Your Work

Prior to class end on the due date listed above:

1. Upload the finalized Team Agreement to your GitHub repository.
2. Post a link to your agreement here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
3. Be prepared to share and briefly discuss your Team Agreement in class.

[Group] Initial Ideation

Due Week 4, Tue. Sep. 23 by Class Start

5% of Semester Grade

To Submit: Upload to GitHub and post link to this Google Sheets

Instructions

As a team, come up with **six different game concepts**, one based on each of the following motivations:

1. Designing around the main thing the player gets to do (the core mechanic)
2. Designing around constraints
3. Designing around a story
4. Designing around personal experiences
5. Abstracting the real world
6. Designing around the player

Write a **paragraph describing each concept**, including a core statement that answers the question: "**What is your game about?**"

Submitting Your Work

Prior to class start on the due date listed above:

1. Upload a document describing these six concepts to your GitHub repository.
2. Post a link to your document here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
3. Be prepared to share and briefly discuss your Initial Ideation in class.

[Group] Concept Document

Due Week 5, Tue. Sep. 30 by Class Start

5% of Semester Grade

To Submit: Upload to GitHub and post link to this Google Sheets

Instructions

As a team, write a **description of your game's goals and requirements**. This should be approximately one page, **quantifying a discrete scope** for the game (i.e. number of levels, number of assets) and specifying:

- **Gameplay goals**, including features and player experience
- **Technical requirements**, such as hardware, software, target platform, and any other consideration such as special inputs or networking.

Submitting Your Work

Prior to class start on the due date listed above:

1. Upload your Concept Document to your GitHub repository.
2. Post a link to your document here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
3. Be prepared to share and briefly discuss your Concept Document in class.

[Group] Project Plan & Schedule

Due Week 6, Thu. Oct. 9 by Class Start

5% of Semester Grade

To Submit: Configure on GitHub and post link to this Google Sheets

Instructions

1. As a team, **determine all of the work that will need to be done to complete your game between now and the end of the spring semester**. Consider each area of production, such as programming, art, sound, etc. It may be helpful to begin by organizing this as a written list or spreadsheet.
2. Identify any **dependencies** (tasks that must be completed before other tasks can be started) and develop an approximate timeline for completion of all tasks.
3. In your team's GitHub repository:
    a. **Create an issue for each task**
    b. **Assign each task to a specific team member**
    c. **Include a due date for each task**
4. Use GitHub's **roadmap layout** to create a Gantt chart displaying these issues chronologically: https://docs.github.com/en/issues/planning-and-tracking-with-projects/customizing-views-in-your-project/customizing-the-roadmap-layout

This schedule can be thought of as an initial draft and is very much subject to change over the course of the project:

- You may need to adjust due dates based on progress or to account for delays.
- You may need to modify the requirements for some deliverables.
- You may need to add or remove tasks from the schedule.
- You will "close"issues once they are completed.
- Make sure all team members are aware of and in agreement on any changes to the schedule.

Submitting Your Work

Prior to class start on the due date listed above:

1. Have all issues created and your roadmap layout enabled on GitHub.
2. Post a link to your roadmap layout here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
3. Be prepared to share and briefly discuss your Team Agreement in class.

[Individual] Milestone #1 Self-Assessment

Due Week 7, Mon. Oct. 13 by 5:00 PM

25% of Semester Grade

Instructions

1. Sign up for a meeting time slot to discuss your progress and performance. Meeting location will be **FA 249**.
2. Complete the Milestone #1 Self-Assessment Form to evaluate your contributions to your team's game project during the **Conceptualization Phase**.
3. **Document your contributions** during this timeframe by placing any work you have done in a folder and uploading to your team's GitHub repository. Name your folder something like *lastname-milestone-01*.
4. Based on your performance, **assign yourself a tentative grade** (0-100%) for this milestone; refer to the following rubric for context:
    - **90-100%** The student was involved in all group meetings, took on a prominent role in discussions, and contributed meaningfully to the creative process and completion of deliverables. The student was available and communicative, cooperated with teammates, and worked in the best interest of the project.
    - **80-89%** The student was involved in group meetings and contributed meaningfully to the creative process and completion of deliverables. Slight improvement could be made in communication, availability, and/or cooperation.
    - **70-79%** The student was mostly present during group meetings but could have been more involved in the creative process or the completion of deliverables. Improvement may also be needed in communication, availability, and/or cooperation.
    - **60-69%** The student needs to be more involved in group meetings, the creative process, and the completion of deliverables. Improvement may also be needed in communication, availability, and/or cooperation.
    - **40-59%** The student was mostly uninvolved in the group's process and also needs to work on communication, availability, and/or cooperation.
    - **1-39%** The student contributed nothing tangible to the project and was minimally involved.
    - **0%** The student was completely uninvolved in the project and could not be reached by other members of the team or by faculty.
5. During our meeting, we will agree on a formal grade for this milestone.

[Group] Proof-of-Concept Prototype

Due Week 12, Tue. Nov. 18 by Class Start

15% of Semester Grade

To Submit: Upload to itch.io (or a similar platform) and post link to this Google Sheets

Instructions

Using the engine of your choice, construct a prototype of the game you will develop during the spring. Treat this prototype as a "***vertical slice***" – **a small sample of the most vital and unique aspects of your game** – or a rich and robust demo that shows off the game's essential features.

The goal for this prototype is to:

1. Demonstrate core gameplay, how the game will function, and the uniquely compelling aspects of the game.
2. Prove the capability of any technological requirements.
3. Persuade stakeholders to commit resources toward the completion of the project.
   In an industry setting, a project can be cancelled at this stage if stakeholders are not convinced of its viability. For this capstone, your team should consider whether any aspects of the project must be revised.

Submitting Your Work

1. Create a page on itch.io or a similar platform and upload a playable version of your prototype. If the engine you are using can build to HTML5, please allow the game to be played within the web page. Executable files will be accepted only if there is no alternative.
2. Post a link to your prototype here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs

Grading Criteria

- **90-100%** The prototype clearly demonstrates all essential features of the game concept.
  All included features are functional in a basic sense.
  The game's aesthetic is clearly and consistently communicated through visuals.
  interface elements provide at least a rough output of all necessary information for the player.
- **75-89%** The prototype demonstrates most essential aspects of the game concept.
  Some minor aspects may not be functional.
  Placeholder assets may be overly relied on at the expense of the intended style.
  Some important information may be absent from the interface.
- **60-74%** Some key features are missing from the prototype.
  Lack of functionality impacts full communication of the intended player experience.
  Visual aesthetics, interface clarity, and player feedback are minimal.
- **40-59%** Too many important elements are missing from the prototype.
  Lack of functionality consistently impedes the player experience.
  Visual aesthetics, interface clarity, and player feedback are mostly absent.
- **1%-39%** The prototype is thoroughly incomplete and nonfunctional.
- **0%** No prototype is submitted.

[Individual] Milestone #2 Self-Assessment

Due Week 13, Mon. Dec. 1 by 5:00 PM

25% of Semester Grade

Instructions

1. Sign up for a meeting time slot to discuss your progress and performance. Meeting location will be **FA 249**.
2. Complete the Milestone #2 Self-Assessment Form to self-evaluate your contributions to your team's game project during the Pre-Production Phase.
3. **Document your contributions** during this timeframe by placing any work you have done in a folder and uploading to your team's GitHub repository. This documentation can take the form of workspace screenshots, code, media files, sketches, etc. Name your folder something like *lastname-milestone-02*.
4. Based on your performance, **assign yourself a tentative grade** (0-100%) for this milestone; refer to the following rubric for context:
    - **100%** The student took on a meaningful amount of work as specified by their role on the team and accomplished all tasks in the timeframe stipulated in the project schedule. All work was of excellent quality and met all requirements for the project.
    - **90-99%** The student needed to revise deadlines for some tasks, but all revised deadlines were met. Work was of good quality and met all requirements for the project.
    - **80-89%** The student could have taken on a slightly more meaningful workload and needed to revise some deadlines, but all revised deadlines were met. Work was of satisfactory quality and met all requirements for the project.
    - **70-79%** The student missed some deadlines without revising the schedule, but each task was eventually completed. Quality of work could be slightly improved, or the student could have taken on a more meaningful workload. Participation in group meetings may also need improvement.
    - **60-69%** The student missed multiple deadlines without revising the schedule (and failed to complete some of these tasks). Quality of work needs improvement, or the student could have taken on a significantly more meaningful workload. Participation in group meetings may also need improvement.
    - **40-59%** The student failed to complete most of their tasks, did unsatisfactory work, or did not take on a meaningful workload. Participation in group meetings may also need improvement.
    - **20-39%** The student failed to complete any tasks in a satisfactory manner or did not take on a meaningful workload. Participation in group meetings may also need improvement.
    - **1-19%** The student contributed nothing tangible to the project and was minimally involved.
    - **0%** The student was completely uninvolved in the project and could not be reached by other members of the team or by faculty.
5. During our meeting, we will agree on a formal grade for this milestone.

[Group] Design Document & Dev Log

Due at Finals, Fri. Dec. 12 by 3:30 PM

15% of Semester Grade

To Submit: Upload to GitHub and post link to this Google Sheets

Instructions

1. As a team, compile a written **Design Document** that includes:
    a. A high-level description of the game concept, including a logline
    b. A detailed explanation of gameplay, rules, features, and any environmental or narrative elements
    c. An asset list (all the artwork, audio, writing, and other media files that must be created)
    d. Market research, including the target audience, target platform, and similar games that exist
    e. Technical documentation discussing the tools and technologies chosen and why they are right for this project

    The design document is a living document, meaning your team will be expected to keep it up to date as it works on the game and makes changes to the game's goals and requirements.

2. Establish a **Development Log** that will be used to provide chronological updates on the game's completion during the Production and QA phases. A Dev Log can be useful for communicating progress to the game's community, as well as for organizing notes and feedback from playtesting. For now, include in your Development Log:
    a. Playtesting notes and feedback
    b. Next steps (both in general and for addressing shortcomings found in playtesting)

Submitting Your Work

Prior to class start on the due date listed above:

1. Upload your Design Document & Dev Log (as a Word or Google Doc, PDF, text file, etc.) to your GitHub repository, or link to it within your repository if using an external tool.
2. Post a link to your document(s) here: GAM-401 Fall 2025 Conceptualization & Pre-Production Docs
3. Be prepared to share and briefly discuss your Design Document & Dev Log in class.

Rider University Undergraduate Academic Policies

Policy on Academic Integrity and Cases of Academic Dishonesty

This class will follow the policies of Rider University regarding Academic Integrity, as well as the procedures in addressing cases of Academic Dishonesty. The College's policies on such matters can be found in their entirety at: http://catalog.rider.edu/policies/code-academic-integrity/. Academic Dishonesty refers to a misrepresentation of the source or permissions related to the submission of written and creative works. In the area of digital design, this includes visual work, audio work, and written work. If in doubt, feel free to discuss sources with me before submission of work.

Academic Success Center

Students needing supplemental help beyond the scope of this class are encouraged to contact the Academic Success Center in Suite 237 of the Bart Luedeke Center. The center's services include a writing studio, success coaching and the potential for tutoring services. Email academicsuccesscenter@rider.edu.

Academic Disability Policy

Rider University is committed to providing reasonable accommodations for all students with disabilities. If you are seeking classroom accommodations under the Americans with Disabilities Act or Section 504 of the Rehabilitation Act of Sample Syllabus Statements-Disabilities April 2021 1973, you are required to register with Student Accessibility and Support Services office (SASS) at the Bart Luedeke Center, Suite 201. SASS can be contacted by email at accessibility@rider.edu or by phone at 609-895-5492, To receive academic accommodations for this class, please obtain the proper accommodation form from SASS and meet with me at the beginning of the semester to discuss your accommodations.

Class Absence Notice

It is the student's responsibility to inform instructors of the nature and extent of an actual or anticipated absence. If that is impossible, or if the absence is or will be more than three (3) consecutive class sessions (seven (7) calendar days), the student should contact the Office of the Dean of Students at deanofstudents@rider.edu or 609-896-5101. Then the dean's office will notify the appropriate faculty member. More information about the procedure for notifying the dean's office of absences can be found at https://www.rider.edu/about/offices-services/student-affairs/dean-of-students/info-for-students/class-absence-notice

Incomplete Grades

Students who, as a result of extenuating circumstances, are unable to complete the required work of a course within the term, may request an extension of time from a faculty member. Such extensions of time can be granted only in cases in which illness or another serious emergency has prevented the student from completing the course requirements or from taking a final examination. The request for extension of time must be made prior to the last scheduled class meeting, except in those unusual situations in which prior notification is impossible.

The faculty member shall determine whether to grant the request for a time extension and the type of verification (if any) required to support the request. The faculty member shall specify the time, up to four weeks from the last day of the term, as specified in the academic calendar, by which work must be completed by the student. If the faculty member does agree to the request, the notation "I" (Incomplete) shall be submitted on the grade roll. In those situations where the faculty member has not received a request for an extension of time, the notation "I" (Incomplete) may be submitted on the grade roll by the faculty member when, in his or her judgment, such a determination appears justified. Upon submission of completed required work the faculty member shall submit a Change of Grade form to the Registrar.

Students who, as a result of extenuating circumstances, are unable to submit the completed required work at the end of the four-week period may request an extension of the incomplete grade. The request for an extension of the incomplete must be made prior to the expiration of the four-week period. If the faculty member agrees to the request for an extension of the incomplete, the faculty member shall specify the time, up to a maximum of two weeks from the date of expiration of the four-week period (i.e., six weeks from the last day of the term) by which work must be completed by the student and shall submit an Extension of Incomplete form to the Registrar.

Upon submission of completed required work, the faculty member shall submit a Change of Grade form to the Registrar and assign the course grade. Failure of the Registrar to receive from the faculty member a Change of Grade form or an Extension of Incomplete form at the end of the four-week period, or a Change of Grade form at the end of the six-week period shall result in the automatic assignment of the grade "F," "Z," or "U" by the Registrar.

Students who receive an incomplete in a course that is part of a course sequence must obtain permission from the department chairperson to remain enrolled in the next course in the sequence or they will be removed from that next course.

More information on grade reports can be found here:
http://catalog.rider.edu/policies/undergraduate/grades/

Courses — Adding, Dropping, Withdrawing, Auditing, Repeating

Students may add courses through the first week of the regular semester at their own discretion provided the course is still open for registration. Students may drop courses through the second week of the regular semester at their own discretion. In such cases, the courses are deleted from the student's record. After the second week of the semester, a withdrawal from the course is necessary and a 'W' is recorded on the transcript.

Students may withdraw from courses and receive a grade of 'W' during the third through tenth weeks of the semester. The student's academic advisor and financial aid counselor will be notified of class withdrawals by email. View the course drop/withdrawal policy:
https://www.rider.edu/tuition-aid/financial-aid/payment-billing/drop-withdrawal-policy

Fall 2025 withdrawal dates can be found on the Rider Academic Calendar:
https://catalog.rider.edu/academic-calendar/#Fall%20Semester%202017

More information on course processes can be found here:
http://catalog.rider.edu/policies/undergraduate/courses-add-drop/

Registrar forms can be found here:
https://www.rider.edu/academics/academic-support/registrar/forms

---