

# IMM 460 / CSC 465 SPRING 2015

## GAMES 2: IMPLEMENTATION

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**COURSE NUMBER & TITLE:** IMM 460/CSC465: GAMES 2: IMPLEMENTATION  
**MEETING TIME AND LOCATION:** THURSDAYS 5:30 PM – 9:20 PM, AIMM 202  
**PROFESSOR:** MATTHEW DIMATTEO  
**EMAIL ADDRESS:** dimatte4@tcnj.edu  
**OFFICE ADDRESS:** AIMM 321  
**OFFICE HOURS:** BY APPOINTMENT

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### COURSE DESCRIPTION

Framed by the objective of building a finished digital game, the emphasis of this course is on the process of game development, involving project management in an interdisciplinary team setting. Students will set and adhere to a project schedule, work toward defined milestone goals, define primary roles for each team member, assign, prioritize, and manage tasks, and provide regular status reports. Each individual will specialize in a particular area, such as programming, digital art, or audio, reflective of their role on the team. Throughout the process, students will be required to practice interpersonal skills such as communication, cooperation, and conflict resolution, while maintaining accountability for individual deliverables. Students will also articulate and present ideas through both presentations and writing. Teams will utilize regular playtesting sessions and analysis in order to iteratively improve their game, dealing with issues of balance and completeness.

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### COURSE MATERIALS

None required.

**Course Web Site** [<http://tcnjgames.wordpress.com>]

A Wordpress site will be utilized as a central hub for posting electronic resources, including texts, assignment instructions, and class lectures, as well as for general communication.

**Recommended Text** [[Available online as .pdf](#)]

Game Design Workshop, 2nd Edition: A Playcentric Approach to Creating Innovative Games, Tracy Fullerton [ISBN-10: 0240809742 ISBN-13: 978-0240809748]

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### COURSE REQUIREMENTS

Students are expected to attend weekly lectures and discussions, contribute to their teams according to their roles, contribute to the overall game design, decision making, and management of the project, and contribute to the final design documentation and presentation.

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### COURSE PURPOSE & LEARNING GOALS

The learning goals of this course are:

1. Build a fully functional digital game
2. Compile a comprehensive game design document

3. Utilize regular playtesting sessions and analysis to iterate on your game
  4. Demonstrate the ability to manage tasks and adhere to a project schedule
  5. Demonstrate the ability to work in an interdisciplinary team
  6. Specialize in and contribute to a particular aspect of game development
  7. Demonstrate the ability to communicate and advocate for your ideas
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## **COURSE SCHEDULE \***

Week 01 (01/29) Introduction and Review of Games 1  
Week 02 (02/05) Team Structures and Dynamics  
Week 03 (02/12) Stages of Development  
Week 04 (02/19) Design Documentation  
Week 05 (02/26) Playtesting Techniques and Analysis  
Week 06 (03/05) Workshop  
Week 07 (03/12) Midterm: “Alpha” Build Presentations  
No class (03/19) Spring Break  
Week 08 (03/26) Completeness and Balance  
Week 09 (04/02) Fun and Accessibility  
Week 10 (04/09) Industry and Marketing  
Week 11 (04/16) Presentation Strategies  
Week 12 (04/23) Workshop  
Week 13 (04/30) Workshop  
Week 14 (05/07) “Beta” Build Presentations  
Final Exam (Date TBD): Final Build Presentations

\* Subject to change

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## **GRADING**

All assignments must be completed by the due date. Assignments not handed in at all will receive an "F" grade. Assignments handed in late, without a proper excuse, will receive a grade penalty every day that it is late.

- **05% Project Plan**
- **10% Status Reports**
- **15% “Alpha” Build [Midterm]**
- **05% “Alpha” Presentation [Midterm]**
- **30% Final Build**
- **10% Final Presentation**
- **10% Final Design Documentation**
- **10% Peer Assessment**
- **05% Class Participation**

Specific grading criteria will be included in the instructions for each assignment at the time it is issued.

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## **TCNJ POLICIES**

TCNJ's final examination policy is available on the web:  
<http://policies.tcnj.edu/policies/digest.php?docId=9136>

## **ATTENDANCE**

Every student is expected to participate in each of his/her courses through regular attendance at lecture and laboratory sessions. It is further expected that every student will be present, on time, and prepared to participate when scheduled class sessions begin. At the first class meeting of a semester, instructors are expected to distribute in writing the attendance policies which apply to their courses. While attendance itself is not used as a criterion for academic evaluations, grading is frequently based on participation in class discussion, laboratory work, performance, studio practice, field experience, or other activities which may take place during class sessions. If these areas for evaluation make class attendance essential, the student may be penalized for failure to perform satisfactorily in the required activities. Students who must miss classes due to participation in a field trip, athletic event, or other official college function should arrange with their instructors for such class absences well in advance. The Office of Academic Affairs will verify, upon request, the dates of and participation in such college functions. In every instance, however, the student has the responsibility to initiate arrangements for make-up work.

Students are expected to attend class and complete assignments as scheduled, to avoid outside conflicts (if possible), and to enroll only in those classes that they can expect to attend on a regular basis. Absences from class are handled between students and instructors. The instructor may require documentation to substantiate the reason for the absence. The instructor should provide make-up opportunities for student absences caused by illness, injury, death in the family, observance of religious holidays, and similarly compelling personal reasons including physical disabilities. For lengthy absences, make-up opportunities might not be feasible and are at the discretion of the instructor. The Office of Academic Affairs will notify the faculty of the dates of religious holidays on which large numbers of students are likely to be absent and are, therefore, unsuitable for the scheduling of examinations. Students have the responsibility of notifying the instructors in advance of expected absences. In cases of absence for a week or more, students are to notify their instructors immediately. If they are unable to do so they may contact the Office of Records and Registration. The Office of Records and Registration will notify the instructor of the student's absence. The notification is not an excuse but simply a service provided by the Office of Records and Registration. Notifications cannot be acted upon if received after an absence. In every instance the student has the responsibility to initiate arrangements for make-up work.

TCNJ's attendance policy is available on the web:  
<http://policies.tcnj.edu/policies/digest.php?docId=9134>

## **ACADEMIC INTEGRITY POLICY**

Academic dishonesty is any attempt by the student to gain academic advantage through dishonest means, to submit, as his or her own, work which has not been done by him/her or to give improper aid to another student in the completion of an assignment. Such dishonesty would include, but is not limited to: submitting as his/her own a project, paper, report, test, or speech copied from, partially copied, or paraphrased from the work of another (whether the source is printed, under copyright, or in manuscript form). Credit must be given for words quoted or

paraphrased. The rules apply to any academic dishonesty, whether the work is graded or ungraded, group or individual, written or oral.

TCNJ's academic integrity policy is available on the web:

<http://policies.tcnj.edu/policies/digest.php?docId=7642>

### **AMERICANS WITH DISABILITIES ACT (ADA) POLICY**

Any student who has a documented disability and is in need of academic accommodations should notify the professor of this course and contact the Office of Differing Abilities Services (609-771-2571). Accommodations are individualized and in accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1992.

TCNJ's Americans with Disabilities Act (ADA) policy is available on the web:

<http://policies.tcnj.edu/policies/digest.php?docId=9206>