CSCE 4220/5260, Spring 2012

CSCE 4220, Game Programming 2, and CSCE 5260, 3D Game Programming are offered by the Department of Computer Science and Engineering at the University of North Texas in Spring 2012.

When: Wednesday, 5:00-7:50pm
Where: NTDP B140
Instructor: Ian Parberry

Prerequisites

The prerequisites for CSCE 4220 are CSCE 4210, Game Programming 1 and CSCE 4215, Game Math and Physics. The prerequisite for CSCE 5260 is CSCE 5250, Intro to Game Programming. These may be waived if a sufficient proficiency in game programming can be demonstrated. It is also recommended that you take CSCE 4230, Intro to Computer Graphics, or have some background knowledge of 3D graphics.

Visual Studio and DirectX

We will be using the DirectX Developer's Kit from Microsoft to develop 32-bit fullscreen 3D games for Windows using Visual C++. All of the Microsoft products you will need for this class are available for free download. You will get more information about accessing our MSDNAA site in class. See this essay for the reasons we chose to use Microsoft products in class.

Laboratory

LARC, located in NTRP F204, is open and staffed during these hours for use in this class.

Course Information

See the course descriptions for CSCE 4220 and CSCE 5260.

Subversion

You will need a Subversion client loaded on your computer. We recommend TortoiseSVN. The official class Subversion repository URL for notes and code is (copy and paste this into the Subversion dialog box I showed you in class) http://subversion.larc.unt.edu/local/4220 Your group repository URL (for code development and homework turnin) is http://subversion.larc.unt.edu/local/4220group[0-11].

Proposed Schedule

Week	Subject
1.	Group formation
2.	Intro to SAGE
3.	Model input
4.	Shaders
5.	Terrain
6.	Object Placement
7.	Milestone
8.	The Graphics Pipeline
9.	Lighting
10.	Character Animation
11.	Kinect Programming
12.	Polygon Meshes
13.	Sky Dome
14.	LUA
15.	Game Contest

SETE

The Student Evaluation of Teaching Effectiveness (SETE) is a requirement for all organized classes at UNT. This short survey will be made available to you at the end of the semester, providing you a chance to comment on how this class is taught. I am very interested in the feedback I get from students, as I work to continually improve my teaching. I consider the SETE to be an important part of your participation in this class.

Grading and Examination Policy

Students are required to create a game demo based on the topics taught in this class. The code must be written in C++ for DirectX and must run on the computers in the laboratory. Students may work in groups of two or programmers, together with artists from the College of Visual Arts and Design. A final oral examination for the programmers will be given in Finals Week on a group by group basis.

Cheating Policy

The Department of Computer Sciences cheating policy will be adhered to. Any student caught cheating *will receive a grade of F* for this course, and further disciplinary action will be taken. Cheating includes, but is not limited to, all forms of plagiarism and misrepresentation. See the UNT Center for Student Rights and Responsibilities web page for more information.

Americans With Disabilities Act

The Computer Science Department cooperates with the Office of Disability Accommodation to make reasonable accommodations for qualified students (cf. Americans with Disabilities Act and Section 504, Rehabilitation Act) with disabilities. If you have not registered with ODA, we encourage you to do so. If you have a disability for which you require accommodation please discuss your needs with me after class or submit your written Accommodation Request on or before the fourth class day.