CSCE 4210 Game Programming 1
CSCE 5250 Intro to Game Programming

Instructor: Ian Parberry
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Office Hours: TBA
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Semester: Fall 2017
Time: M 7:00 -8:50pm
Place: NTDP B185
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Learning Outcomes

By the end of the course, you will:

1. Be familiar with Windows programming.
2. Be able to use Visual C++.
3. Be able to use the Microsoft Direct3D 11.2 SDK.
4. Be able to program a 3D billboard game.
5. Be able to work in a team with other programmers using Subversion.
6. Be able to code one or more aspects of a game, including graphics, sound, and gameplay.

Prerequisites

The prerequisite to this class is CSCE 2100, Computing Foundations I. Students who have not passed the prerequisite or its equivalent will be dropped. If in doubt, notify the instructor as soon as possible.

Expectations

This course is designed for students who intend to go into the game industry. You need to be a strong C++ programmer in order to perform well. You are expected to spend significant time on your project outside of class, and to read and learn independently.

Lecture Structure

A typical lecture will consist of a PowerPoint presentation (notes will be online), and live code demos (source code will be online). Attendance will be taken during lectures.

Course Requirements

Your grade will be based on a group project. You are to develop a game for Windows with Visual C++ and DirectX 11.2 using the code base provided. You must sign up for one of the four lab sections and complete all labs in good time. You must participate in a pitch, a milestone presentation, a game contest, and a final presentation to the instructor during Finals Week. You must commit code regularly to the class Subversion server.

Inadequate performance on any one of these requirements will result in a failing grade.

The Labs

There will be seven lab sessions during each of which you will perform a short programming task. Completion of the task during the lab session in which it is assigned will earn you one point. Completion during the following lab session will earn you half a point. You will lose a letter grade for every two points that you miss.

Cellphone Policy

I will mock your ringtone.

Grading Policy

Grades will be determined both qualitatively and quantitatively depending on:
1. The quality of your group's game.
2. Your contribution to its code.
3. Your correct and timely usage of Subversion on our server.
4. Your contribution to the pitch and milestone.
5. Your participation in the game contest.
6. Your final group presentation of the game to the instructor.
7. Your performance on the labs.

Disability Accommodation

The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.