

CSCE 4210 Game Programming

CSCE 5250 Introduction to Game Programming

Instructor: Ian Parberry **Place:** NTDP B185 **Office Hrs:** M6-7pm TR1-2pm **Phone:** 940-565-2845
Semester: Fall 2021 **Time:** M 7:00-8:50pm **Office:** NTDP F209 **Email:** ian@unt.edu

Course Description

You will experience the process followed by a startup game dev team by learning a new code base and using it to design and code a game using a revision control system.

Prerequisites

[CSCE 3110](#) with a grade of C or better.

Course Material

This class does not have a textbook. Lecture notes and source code will be provided.

Required Technology

Access to a Windows 10 Gaming PC is mandatory. Prior experience with Visual C++, DirectX12, and Git is useful but not required.

Attendance Policy

Attendance during lectures is encouraged. Attendance will not be taken after the mandatory period. You are responsible for all material covered during lectures.

Late Work Policy

Late work will not in general be accepted. Exceptions can be made for unavoidable and unforeseen circumstances such as serious illness, family emergency, zombie apocalypse, or civil war.

Learning Outcomes

1. Be familiar with Windows programming.
2. Be able to use Visual C++.
3. Be able to use the Microsoft DirectX 12 SDK and DirectX12.
4. Be able to program a 2D, 2.5D, or 3D game.
5. Be able to work in a team with other programmers using Subversion.
6. Be able to code a major part of a game.

Recitations

There will be 6 recitations 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 missed.

Grading Policy

Grades will depend on the quality of your group's game and the size and significance of your code. Other factors that can reduce that grade are: performance on the recitations, proper use of the revision control system, contribution to the pitch and milestone, and the final group interview.

Class Calendar

Week	Lecture	Recitations
Aug. 23	Introduction	Closed
Aug. 30	Game Design for Programmers	The Pitch
Sep. 6	Labor Day – no classes	Closed
Sep. 13	Tools	Getting Started
Sep. 20	Pitch Presentation	Dev
Sep. 27	The Code Base	Breakout Clone
Oct. 4	2D Games	Platformer
Oct. 11	2.5D Games	Animated Sprites
Oct. 18	TBA	Sound
Oct. 25	Dev	Dev
Nov. 1	Milestone 1	Dev
Nov. 8	Dev	Dev
Nov. 15	Milestone 2	Dev
Nov. 22	Dev	Dev
Nov. 29	Milestone 3: Finished Game	Dev
Dec 6-10	Group Interviews	Dev

UNT Policies

UNT policy makes it mandatory to include the following material, which you will therefore probably see many times. If you have seen it before, then you can skip everything below the dotted line above.

Academic Integrity Policy

Academic Integrity Standards and Consequences. According to UNT Policy 06.003, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University.

ADA Policy

UNT makes reasonable academic accommodation for students with disabilities. Students seeking accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide a student with an accommodation letter to be delivered to faculty to begin a private discussion regarding one's specific course needs. Students may request accommodations at any time, however, ODA notices of accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of accommodation for every semester and must meet with each faculty member prior to implementation in each class. For additional information see the [ODA website \(https://disability.unt.edu/\)](https://disability.unt.edu/).

Emergency Notification & Procedures

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to Canvas for contingency plans for covering course materials.