

SG200 Team Product Development

Instructor	Course Dates
Tom Sinclair	08/06/2007

Classroom Hours	Office Hours
Independent Study	W Noon – 4 PM

Course Description

This course introduces students to the team dynamics behind the development of a game. The course allows students to recognize the different roles assumed by software engineers and graphical designers in the development of a game. Students will cooperate in the mutual production of a game. Upon completion of this course, students should have planned and developed code and graphical components to give shape to a standard game product.

Course Outcomes

The course outcomes are the goals of instruction. These outcomes identify the knowledge, skills, and attitudes a student should have upon completing this course.

Upon completion of this course, students should be able to:

Knowledge

- Identify and define the roles assumed by team members in game development.
- Explain the importance of each role as it relates to a team.
- Identify software development tools commonly used in a game development environment.

Skills

- Demonstrate the ability to work together as a product team.
- Plan the development of a game.

Attitudes

- Value the importance of all of the various roles assumed by a team in the development of a game.
- Appreciate the importance of peer contributions in a game development environment.

Course Prerequisites

CS215

Class Breakdown

Lecture Hours:	24
Lab Hours:	12
Total Hours:	36

Credit Hours

CO/IL/GA = 3.0 Credit Hours

CA = 3.0 Credit Hours

Course Texts

Berbank-Green, Barnaby, Jim Thompson, and Nic Cusworth. **Game Design: Principles, Practice, and Techniques- The Ultimate Guide for the Aspiring Game Designer**. 1st ed. Indianapolis: John Wiley & Sons, 2007.

Teaching Strategies

The teaching strategies for this course include facilitated discussion (with visuals as needed), demonstration, class discussion, hands-on guided practice, and feedback.

Texas only: The maximum student-instructor ratio in a lecture setting is 30 to 1. In a laboratory setting, the maximum student-instructor ratio is 20 to 1.

Grading

Key Graded Assignment: Research Paper*	30%
Key Graded Assignment: Game Pitch Presentation	30%
Quizzes	10%
In-Class and Out-of-Class Activities	30%
Other (N/A)	0%

* Indicates that this Key Graded Assignment has a research component.

It is recommended that students keep all Key Graded Assignments to use in their portfolio.

At the end of each course, each student is assigned a final grade as follows:

Grade	Quality Points	Point Range	Interpretation
A	4.0	93-100	Excellent
A-	3.7	90-92	
B+	3.3	87-89	
B	3.0	83-86	Above average
B-	2.7	80-82	
C+	2.3	77-79	
C	2.0	73-76	Average
C-	1.7	70-72	
D+	1.3	66-69	
D	1.0	60-65	Below average

F	0.0	59 & below	Failure
I	0.0		Incomplete

Course Completion Requirements

Students must achieve a passing grade of D or above by completing all required examinations, submitting all required lab exercises and projects, and meeting the standards of the school attendance policy.

Attendance and Classroom Policies

Students are expected to adhere to the attendance and tardiness policies stated in the current catalog.

Denver South Campus

Classroom and Lab Policies

Food and Drinks: NO food or drinks allowed near the computers.

Music: NO music with explicit lyrics will be played out loud in class regardless of the class opinion. NO exemptions will be made. Headphones will be allowed in class during lab time but must be removed during lectures.

Cell Phones: Cell Phones are not to be used during class time. Be sure your cell phone is set on SILENT or OFF. It is your responsibility to ensure that your phone does not disrupt the class.

Westwood Students Only: The Denver South Campus classrooms and labs are for the use of Westwood students ONLY. Please do not invite friends or family who are not students here to use the classroom or lab facilities. Anyone who would like to visit the campus must sign in at the Front Desk.

Lab Supervision: If the lab is locked or currently unsupervised, please go to the Front Desk to sign-in and leave your student ID. If there is no one available to supervise the lab, it may not be possible for you to use the lab until there is a lab supervisor.

Internet Use: The Internet connection is provided for work related to your classes at Westwood College. It is not for personal use. Viewing inappropriate sites in a Westwood College classroom or lab is forbidden and could result in sanctions, up to and including expulsion.

Drug Free Schools Act: Westwood forbids the use, possession, distribution, or sale of drugs or alcohol by students, faculty, or staff anywhere on the College's property or at College sponsored events off campus. Anyone in violation of state, federal or local regulations with respect to illegal drugs or alcohol may be subject to both criminal prosecution and campus disciplinary action. Students who are suspected of

being under the influence of drugs or alcohol on campus will be sent home in a taxi and face an automatic suspension.

Attendance: If you miss more than 10% of this course, you will receive a written warning. If you miss more than 20% of this course, you will be dropped from the class.

Due Dates: Assignments are due on the date specified by the instructor. Any assignments turned in after that date will receive a grade of 0 (zero). If you are not finished by the date due, hand in what you have to receive partial credit.

Course Topics

- Course overview
- Why teams are necessary
- Game development disciplines
- Game lifecycle review
- Team formation
- Game proposal
- Team Building Exercises
- Team Organization and Composition
- Project Scheduling
- Schedule Management
- Risk Management
- Software Version Management
- Middleware
- Library research for middleware research paper
- Coding logic
- Team software process
- Testing Process
- Agile methodologies
- Final presentations

**** = library research**