



Virtual Learning

Intro to Digital Game Programming

Start Date: 02/04/2008

Instructor: Matt Buchanan, MS

Office Hours:

Monday2:00PM - 3:00PM
Tuesday2:00PM – 3:00PM
Thursday2:00PM - 3:00PM
Friday2:00PM – 3:00PM
Or by Appointment

Office location: Spokane Skills Center Room 109

Office Phone: 354-7417 (7:30AM - 3:00PM)

Email: mattb@spokaneschools.org

Required Texts:

No required text for this course.

Course Objectives:

This course is designed to teach students the fundamentals of digital game programming/development utilizing Adobe Flash 8/ActionScript 2.0 (formerly a Macromedia product) or later on personal computers. Upon completion of this course, the student should be able to understand foundational programming principles, storyboarding, and character development techniques utilized to create casual games for the casual gaming industry.

Course Components:

Students who enroll in the Game programming course will need access to a computer with an internet connection (DSL or a high speed connection preferred). No books are required for the course and the software will be provided at no cost to students enrolled in the course. Lab exercises/Assignments: Are to be delivered via email to the [instructor](#) at the end of each week or before the posted assignment due date.

Grading Distribution:

Lab Assignments/Exercises	40%
Games	20%
Tests	30%
Final Exam	10%
Total	100%





Grading Scale:

Percent	Grade	Percent	Grade	Percent	Grade
>95%	4.0	88%	3.3	78%, 77%	2.6
94%	3.9	87%	3.2	76%, 75%	2.5
93%	3.8	86%	3.1	74%	2.4
92%	3.7	85%	3.0	73%	2.3
91%	3.6	84%, 83%	2.9	72%	2.2
90%	3.5	82%, 81%	2.8	71%	2.1
89%	3.4	80%, 79%	2.7	70%	2.0

Grades & Corrections:

Percent	Grade
90% - 100%	A
80% - 89%	B
70% - 79%	C
60% - 69%	D
< 59%	F

You are responsible for keeping all work graded during the semester. If there is a discrepancy, present the assignment for the recorded score to be adjusted.

Course Requirements:

This course is designed around *self-paced assignments* delivered through your virtual classroom supported with *problem solving cases*. Students will complete the problems presented in each class lesson and email the completed problems to the instructor for credit on a weekly basis. Problem solving cases provide guidelines of how to create each game application based on the new concepts presented in the online lecture. To receive the most benefit from this class, you need to complete the online tutorials prior to working on the problem solving cases.

Exam Policy:

Students are required to take all tests at the scheduled times. All exceptions must be cleared with the instructor prior to test time.

Assignments and Projects:

Lab assignments and projects are due by the *end of day (midnight)* on the date that they are due (or earlier). Late assignments will receive a *20% penalty* for the first week late. *No late assignments will be accepted after the first week they are due.* There are no exceptions. All projects are individual efforts. You are expected to do your work in a professional manner.



Attendance/Participation:

Attendance/participation is expected! Students are responsible for any material covered, test, or announcements made in class. There is a direct relationship between attendance/participation and your grade.



Course Outline

Tentative

Week	Date	Activity
1	Monday - Friday 2/04/08	Course Introduction Unit 1 – Fun Factor What makes a game fun? Assignments: Game Analysis Fun Factor – Favorite Game Fun Factor – Children’s Game
2	Monday - Friday 2/11/08	Unit 2 – Creating a Game Idea Assignments: Game Idea Document
3	Monday - Friday 2/19/08	Unit 3 – Developing a Game Character Assignments: Character Synopsis
4	Monday - Friday 2/25/08	Unit 4 – Creating a Game Flow Chart Assignments: Microsoft Visio 2007 Installation/Tutorial Using AutoShapes Demo Create a Game Flow Chart using MS Visio 2007 with AutoShapes
5	Monday - Friday 3/03/08	Unit 5 – Creating the Game Storyboard
6	Monday - Friday 3/10/08	Unit 5 – Creating the Game Storyboard cont.
7	Monday - Friday 3/17/08	Unit 6 – Level Design
8	Monday - Friday 3/24/08	Unit 6 – Level Design cont.
9	Monday - Friday 4/07/08	Unit 7 – Developing the Game Interface
10	Monday - Friday 4/14/08	Unit 7 – Developing the Game Interface cont.
11	Monday - Friday 4/21/08	Unit 8 – Game Design Documentation
12	Monday - Friday 4/28/08	Unit 8– Game Design Documentation cont.
13	Monday - Friday 5/05/08	Unit 9 – Introduction to Flash
14	Monday - Friday 5/12/08	Unit 10 – Introduction to ActionScript
15	Monday - Friday 5/19/08	Unit 10 – Introduction to ActionScript cont.
16	Monday - Friday 5/27/08	Unit 10 – Introduction to ActionScript cont.
17	Monday - Friday 6/02/08	Unit 11 – Developing Mouse Chaser
18	Monday - Friday 6/09/08	Unit 11 – Modifying Mouse Chaser

