

UNIVERSITY OF MARY HARDIN-BAYLOR
COMPUTER SCIENCE CLASS SYLLABUS
Fall, 2010

GENERAL INFORMATION

Course Number:	CISC 4345
Course Title:	Game programming I
Number of Credits:	3
Location of Class:	Davidson Building, Room 122
Meeting Time:	2:00 P.M. – 3:30 P.M. M-W
Professor:	Dr. Edwin Armstrong.
Office:	Room 106 Davidson Building
Office Hours:	http://tinyrealm.com/~efa/fall2010.pdf
Office Phone:	(254) 295-5418
Email:	earmstrong@umhb.edu
Class web-page:	tinyRealm.com

COURSE DESCRIPTION

This course will study the methods and tools used in Game Development. We will focus on beginning and middle level type games. Included will be the study and use of: bitmaps (blitting, clipping, scaling), sprites (simple and animated), Tile-based and scrolling games, Timers, interrupts and multi-threading, sound and movie inclusion.

We primarily will be using HTML5 and Java script, although we may have time to explore the XNA graphics library or a JAVA based game engine. This is a programming class and the majority of student's effort will be spent in programming, writing games. Realizing that the student may be new to game writing, numerous examples and partial games will be given as part of the early programming assignments. The readings (from our text), tests and quizzes will round out the learning experience.

COURSE OBJECTIVES

Gaming and simulation, which is related, is an important and popular task for computer science professionals. The student must gain a good understanding of the gaming and simulation industry. They must also develop basic skills in writing gaming and simulation programs. The skills attained in this course may be applied to advanced programming classes irrespective of the programming platform and graphics library utilized to accommodate the activity.

Upon completion of this course the student should be able to:

1. Identify the common types and methods used for game development.
2. Demonstrate proficiency in writing moderate level games.
2. Understand the general hardware and software issues of game development.
3. Understand some of the issues involved in marketing and distributing games.

COURSE MATERIALS:

Textbooks:

A workbook and on-line text will be provided by the instructor. It will cover all you need to know about HTML5 and Java script.

Other items:

A flash drive is required for this class (a 4 Gig drive is recommended).

COMPUTING LABORATORY

Current account on the CS server will be required for which you have paid a laboratory fee. Sufficient disk space on the server should be available, but if you wish to maintain a backup copy of your work, you will need to purchase a sufficient number CDRs to do so.

COURSE POLICY AND PROCEDURES

1. Grading: The final grade calculation will be reached according to the distribution described on page 63 of the 2002-2004 UMHB Catalog. The final course grade will be computed by the following percentages:

Class participation & Daily Assignments		15%
Tests (2)	25%	
Laboratory Projects		60%

2. Attendance: The student is expected to attend **ALL** scheduled classes and will be held responsible for all class work and assignments. Continued absences will result in an unsatisfactory grade report for the course. To be counted present, a student must be in the classroom during the scheduled class or lab time for as least 80% of schedule time.
3. Tests: All students are required to be present for a test. If an extreme emergency occurs, and you cannot make the test time, the student should make every effort to contact the professor by email, telephone or in person to receive permission to miss the test. Permission will be granted only in the case of extenuating circumstances.
4. Makeup Tests: Students desiring a Makeup Test must make arrangements with the professor to take the test. A Makeup Test must be scheduled during office hours **BEFORE** the next scheduled test. If a student fails to take a Makeup Test before the next scheduled test, that student will receive a ZERO for the test missed.
5. Assignments: All assignments will be due on the **DUE-DATE (normally Monday's)**. They are due at the beginning of a class period.
6. Final Exam: The final exam will **NOT** be comprehensive. **NO MAKEUP WILL BE GIVEN FOR THE FINAL EXAM.**