PLEASE READ THE SYLLABUS

I don't expect you to read a textbook, and therefore I do expect you to read the syllabus.

This class is designed to be fun and encourage experimentation, but it is a senior-level course and I will be particularly strict on your group dynamic, to make sure everyone is pulling their weight. If everyone participates and puts forth the effort to learn and work with their team, I assure you this will be one of the most laid-back classes you've ever had.

If you find yourself struggling at any point during the semester, always feel free to send me an e-mail. I will also be available after class.

Course Description

This course covers basic game development using Unity. Unity is a competitive, powerful, free tool used by all kinds of developers, including hobbyists, indie, startups, and AAA. While Unity specializes in 3D, it can also be used for 2D games using a similar workflow.

This course will cover general aspects of game development, including level design, asset creation and interaction, interface, rudimentary AI, and common gameplay elements.

The course will be divided into two sections. In the first section, you will be learning to use Unity for game development, with all the most crucial information to making your own game. In the second section, you will split into groups, within which you'll be working for the rest of the semester. You'll come up with a single project as a group, and designate work to each member. You will be evaluated based on your work, both as a group and as individuals. The goal is to create a polished conceptual prototype by the end of the semester.

Preparations for the Course

There are no textbooks and no materials for the course. Be prepared to work in groups.

We will begin working with the software almost immediately, so if you plan on bringing a laptop, please download and install the latest version of Unity (Personal Edition). Be aware that it is a large and somewhat intensive program. You can find it at:
https://store.unity.com/download?ref=personal
Unity comes with an IDE called MonoDevelop. I recommend using Visual Studio if you have it. You can obtain it for free as Visual Studio Community 2015, or the lightweight Visual Studio Code.

Brush up on your C#. We will be using it in all demos and tutorials. If you prefer working in Javascript instead, you may also submit your files in that format, but please be able to at least read and understand C#.

Since Unity is primarily a 3D development tool, you'd have a great advantage if you use a 3D modeling tool such as Blender. You don't necessarily need modeling experience, however. You can create convincing prototypes with primitive models, or use the 2D functionality.

Course Delivery

The course will be held in a mixed format, with lectures, demos, labs, and homework. There will be plenty of in-class time offered to work on labs and get help from the instructor or fellow students. Later in the course, students are expected to use class time to work on their projects. The instructor will be present during all class periods to answer questions and give advice.

Student participation is encouraged during all sections of the course, especially during presentations. Always feel free to ask questions so other students can learn. If there are topics the students want to cover, and course time allows, we can schedule an additional lab.

Individual Assignments

The first part of the semester will be spent learning Unity. During this time, we'll do a series of tutorials, both in and out of class. Any tutorials we do in class, I will have written myself. The rest will be Unity's official tutorials.

You will not receive full points for following the official Unity tutorials ad verbatim! I will expect everyone to put their own spin on the tutorial, for as much as 50% of the assignment's total grade. This means that, even submitting an assignment with no errors will still only be worth 50%! These additions can be as simple as adding a new mechanic, or changing the physics or control scheme. I'm not looking for anything big, just enough to ensure that you have more knowledge than the ability to copy-paste code.

Group Project

The bulk of the semester will be spent working in groups. Be thinking early on about who you want to group with. Group sizes will be decided later.

You will spend a few weeks preparing for the project. Every group must have a design document, as well as documents outlining your team workflow. You will submit these documents to me for review before beginning your project. Design documents are meant to outline the project's goals and scope, and I will hold you to the document you submit, within reason.
Remember that since we'll have less than a semester at this point, we'll be scoping projects down to prototypes. Your goal is to pitch a game idea to the whole class.

Be thinking about team collaboration tools, workflows, or source control!

**Assets Disclaimer**

You will not be graded on the quality of your graphics, but you will be graded on your presentation. If nobody in your group is graphically inclined, there are free assets available at Unity's Asset Store. You can get away with lower-quality graphics if you remain consistent with them and generally worry more about presentation.

Though using the Asset Store is encouraged, you must develop the bulk of the project yourself. At certain milestones, you may be asked to submit your project for review. Purchased assets will not be counted toward your grade for that milestone. In fact, due to the way they're typically licensed, I'd advise you not to purchase assets for anything you develop for the class.

When using the Asset Store, remember that choosing to purchase assets will not boost your grade. I recommend against doing this at all, unless you know you'll continue your project after the semester, or that you'll use those assets in the future. Since you're only graded on the work you've personally done, frivolous use of the Asset Store will hurt your project more than help it. And no, this work doesn't count the time spent trying to get an asset to play nice with the rest of your project.

That being said, assets that alter the workflow, such as Playmaker, are entirely off limits.

**Accommodations**

Students requiring accommodations due to a disability should visit Services for Students with Disabilities, located in room 181 of the Student Services building. They will be able to supply course materials in alternate formats, if needed.

**Class Etiquette**

Please keep phones on vibrate, and if you must take a call, do so outside the classroom.

Please respect the instructor and other students by not surfing the web, playing games, or working on other homework during any lecture, demo, or presentation. Full participation is expected during group presentations, so please don't deny others the attention that you yourself would want.
**Cheating and Plagiarism**

WSU takes a very strict stance on cheating, which includes claiming another's work as your own. Any instance will be reported to the Dean of Students, and the student will automatically fail the course.

It's acceptable to use code that's been made public, as well as any code made available through the course. Please credit or cite the original creator if you do end up using someone else's code. Also, possession of materials offered in a previous course is considered cheating. I expect everyone to do their own original work.

Assisting other students is encouraged, but any code I find duplicated between students will be placed under scrutiny, unless they have posted in the Canvas discussion board or brought to my attention.

Finally, please do yourself a favor and at least try to innovate on any code given to you through labs or demonstrations, so you’re displaying that you know how the code works.

**Class Notifications and Cancellations**

All official announcements for the course will be sent via Canvas or student e-mail. Please make a habit of checking both every day. I will generally send this information at least the day before.

**Grading**

Grading will be weighted as follows:

<table>
<thead>
<tr>
<th>Category</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Attendance</td>
<td>10%</td>
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<tr>
<td>Assignment Tutorials</td>
<td>20%</td>
</tr>
<tr>
<td>Assignment Enhancements</td>
<td>20%</td>
</tr>
<tr>
<td>Game Pitch and Design Doc</td>
<td>10%</td>
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<tr>
<td>Technical Prototype</td>
<td>15%</td>
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<tr>
<td>Final Presentation</td>
<td>15%</td>
</tr>
<tr>
<td>Group Evaluations</td>
<td>10%</td>
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</tbody>
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94-100% = A  
90-93% = A-  
88-89% = B+  
82-87% = B   
80-81% = B-  
78-79% = C+  
72-77% = C   
A student with less than 72% will fail the course.
Attendance Policy

I will be taking attendance daily. If you cannot make it for any reason, let both me and your group know in advance, and make sure you have the day's work done. Later in the semester, you will be given time in class to work on your projects and ask questions. You may work in whatever way suits your group, even if that means meeting in a designated place outside the classroom.

Late Assignments Policy

Students will be given plenty of notice for due dates, and will always have at least one class period of lab time, as well as one full weekend. All assignments will be due at 11:59 PM on the second Saturday after they are assigned.

Do yourself a favor and start assignment work immediately. You're given plenty of time to finish assignments, so please don't put them off until the day they're due. There is no lenience for late assignments, even in the case of an emergency. No exceptions will be made for assignments submitted more than 72 hours late. If you're struggling with an assignment, please meet with other students or take advantage of my presence during lab times. I will not offer sympathy for students who don't even show up on lab days.

<table>
<thead>
<tr>
<th>Submission Time</th>
<th>Penalty</th>
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<tbody>
<tr>
<td>Before 11:59 PM on Saturday</td>
<td>None</td>
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<tr>
<td>Up to 12 hours late</td>
<td>10%</td>
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<tr>
<td>Up to 24 hours late</td>
<td>20%</td>
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<tr>
<td>Up to 48 hours late</td>
<td>40%</td>
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<tr>
<td>Up to 72 hours late</td>
<td>60%</td>
</tr>
<tr>
<td>More than 72 hours late</td>
<td>No points</td>
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Final Words

This is meant to be a fun class. Please make it fun for your fellow group members, too. You will be graded as a group, but I will weigh individuals separately if they're not contributing. If you're not pulling your weight in a group, you can expect to fail the class.