IT265 Game Design

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Overview

This course will be a production-focused examination of mechanical game design and the process of developing and iterating on a playable concept. Students will be tasked with creating their own fully developed proof-of-concept with working game systems developed over the semester. Ideas will be explored in how to analyze and design specific facets of games as well as the steps in production required to understand workflow, scope, and methods of design validation. Students will be required as part of their project deliverables to provide **constructive** feedback to at least 3-4 other students via anonymous google forms. Iteration and communication is a vital part of the development cycle and so students should expect special attention to be paid to both.

Academic Integrity

The NJIT Honor Code will be upheld at all times. The work you do and submit is expected to be the result of your effort only. You may discuss the high level (general) solution of a design problem, however, cooperation should not result in one or more student having possession of copied graphics, code, or any other project element created by another student or outside entity unless specifically authorized by your instructor on a case by case basis. Any violations of the NJIT Honor code will be brought to the immediate attention of the Dean of Students.

Grading

- Project 1 Deliverable 26%, feedback given 7%, total 33%
- Project 2 Deliverable 26%, feedback given 7%, total 33%
- Project 3 Deliverable 20%, feedback given 5%, total 25%

Submission Criteria

All work for the class must follow a set of submission guidelines to be eligible for grading. Project deliverables will be completed by the end of Tuesday class on the week that deliverables are due. Students must approach teacher by end of Tuesday class that they wish to have their project graded and be assigned testers for feedback. Students will be responsible to submit feedback on 3-5 other students' work by the following Friday.

- Each student will create a Canvas thread on the Projects board where they will post any and all posts for game design documentation and updates for their projects. All game design documentation **must** be both housed within a google doc which permits comments

to be posted by your instructor and fellow students **AND** a matching pdf which will be submitted within moodle by the deadlines outlined in the course schedule below.

- Project Submissions will be provided within moodle for students to post a README as well as a github link and commit SHA, a pdf of their design document for that build and a zip file for any additional assets necessary. Should this not suffice, students are **required** to notify their instructor in advance of the deadline and receive clarification for submission.
- Each student will be required to fill out 3-4 google feedback forms reviewing a fellow student's work. Each feedback statement will be expected to be a developed thought representing one or more paragraphs and students will provide a link within their moodle post to each of the comments that they have offered. Unconstructive feedback will NOT be tolerated and may result in penalties to your grade.

Late Policy

Project Deliverables: Due by end of Tuesday class. If fellow students cannot review your project by the following Friday class, then you cannot be given a grade for the project. It's better to get something up that is partially completed then to have no grade for the project. Only a letter from the Dean of Students can be accepted for a project extension.

Course Schedule

Each online class will be broken down into a lecture period expected to run for approximately one half of the class followed by an in-class opportunity to work on your own projects, design documents, or prototypes. Class will finish with a brief stand-up period where students will present to their peers their current progress and concerns.

*Syllabus subject to change, attend class to keep up to date.