



THE UNIVERSITY OF WINNIPEG

APPLIED COMPUTER SCIENCE

Course Number: ACS-3922-051
Course Name: Introduction to Game Development
Course Webpage: <https://nexus.uwinnipeg.ca/d2l/home/58857>

Instructor Information

Instructor: Jeanette Bautista
Office: 3D25
E-mail: je.bautista@uwinnipeg.ca
Office Hours: Mondays 1:00 – 2:00 pm room 3D25
Class meeting time: Thursdays 6:00 - 9:00 pm room 3C13

Important Dates

- | | |
|---|-----------------------------|
| 1. First Class: | Thursday, January 11, 2024 |
| 2. Reading Week (no classes): | February 18-24, 2024 |
| 3. Midterm Exam: | Thursday, February 29, 2024 |
| 4. Final Withdrawal Date w/o academic penalty*: | Friday, March 15, 2024 |
| 5. Last Class: | Thursday, April 5, 2024 |
| 6. Final Exam: | TBD |
| 7. University closures: Louis Riel Day | Monday, February 19, 2024 |
| Good Friday | Friday, March 29, 2024 |

*A minimum of 20% of the work on which the final grade is based will be evaluated and available to the student before the voluntary withdrawal date.

Course Objectives / Learning Outcomes

This course is an introduction to game design and development, with a focus on the development of 2D and 3D interactive video games. Topics include the iterative process of game design: analysis, design, prototyping, development, and playtesting; game architecture and mechanics, working with art assets (sprites and 3D models), animation, collision detection, basic artificial intelligence, game management, game user interface, development, and deployment for different platforms. Through the exploration of classic video game designs and

the use of industry-standard game development tools, students gain hands-on practical experience and a thorough understanding of the basics of game design and development.

Evaluation Criteria

1. Assignments (40%)
 - 4 assignments, varying weight
 - Individual due dates will be posted on Nexus
 - Assignments will be accepted up to 1 day late with a 20% penalty

Course Software:

Unity and Visual Studio will be used during classes. Students are required to download and install Unity and Unity Hub: <https://unity3d.com/get-unity/download>. Additional course software, tools, and resources TBA.

IDE Recommendations:

Visual Studio: <https://visualstudio.microsoft.com/downloads/>

VS Code: <https://code.visualstudio.com/download>

JetBrains Rider: <https://www.jetbrains.com/rider/>

All work is to be submitted electronically via GitHub Classroom. Further details and submission procedure will be stated in each assignment. Students are responsible for backing up and protecting their work.

2. Midterm Test (20%)
 - During the regular class time (see Important Dates)
3. Final Exam (40%)
 - Cumulative, 2 hours duration

Test / Exam Requirements

- Photo ID is required for the final exam.
- The use of computers, calculators, phones, or other electronic devices is not permitted during exams.
- Midterm and final exams are closed-book.

Students should contact the instructor as soon as possible if extenuating circumstances require missing a lab, assignment, test or examination. A medical certificate from a practicing physician may be required before any adjustments are considered.

Students with documented disabilities, temporary or chronic medical conditions, requiring academic accommodations for tests/exams (e.g., private space) or during lectures/laboratories (e.g., note-takers) are encouraged to contact Accessibility Services (AS) at 204-786-9771 or

accessibilityservices@uwinnipeg.ca to discuss appropriate options. All information about a student's disability or medical condition remains confidential.

<https://www.uwinnipeg.ca/accessibility-services>.

Students may choose not to attend classes or write examinations on holy days of their religion, but they must notify their instructors at least two weeks in advance. Instructors will then provide opportunity for students to make up work examinations without penalty. A list of religious holidays can be found in the 2019-20 Undergraduate Academic Calendar online at <http://uwinnipeg.ca/academics/calendar/docs/important-notes.pdf>

Final Letter Grade Assignment

Historically, numerical percentages have been converted to letter grades using the following scale. However, instructors can deviate from these values based on pedagogical nuances of a particular class, and final grades are subject to approval by the Department Review Committee.

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|----|-----------|----|----------|---|-----------|
| A+ | 90 – 100% | B+ | 75 – 79% | C | 60 – 64% |
| A | 85 – 89 % | B | 70 – 74% | D | 50 – 59% |
| A- | 80 – 84% | C+ | 65 – 69% | F | below 50% |

Required Textbook / Reading List

There is no required textbook for this course.

Optional titles, class notes and further reading will be available on Nexus.

Prerequisite Information

- A grade of at least C in ACS-2947/3.

Regulations, Policies, and Academic Integrity

Students are encouraged to familiarize themselves with the Academic Regulations and Policies found in the University Academic Calendar at:

<https://uwinnipeg.ca/academics/calendar/docs/regulationsandpolicies.pdf>

Particular attention should be given to subsections 8 (Student Discipline), 9 (Senate Appeals) and 10 (Grade Appeals).

Avoiding Academic Misconduct: Academic dishonesty is a very serious offense and will be dealt in accordance with the University's policies.

Detailed information can be found at the following:

- Academic Misconduct Policy and Procedures:
<https://www.uwinnipeg.ca/policies/docs/policies/academic-misconduct-policy.pdf> and
<https://www.uwinnipeg.ca/policies/docs/procedures/academic-misconduct-procedures.pdf>
- About Academic Integrity and Misconduct, Resources and FAQs:
<https://library.uwinnipeg.ca/use-the-library/help-with-research/academic-integrity.html>

Uploading essays and other assignments to essay vendor or trader sites (filesharing sites that are known providers of essays for use by others who submit them to instructors as their own work) involves “aiding and abetting” plagiarism. Students who do this can be charged with Academic Misconduct.

Academic Integrity and AI Text-generating Tools: Students must follow principles of academic integrity (e.g., honesty, respect, fairness, and responsibility) in their use of material obtained through AI text-generating tools (e.g., ChatGPT, Bing, Notion AI). If an instructor prohibits the use of AI tools in a course, students may face an allegation of academic misconduct if using them to do assignments. If AI tools are permitted, students must cite them. According to the MLA (<https://style.mla.org/citing-generative-ai/>), writers should

- cite a generative AI tool whenever you paraphrase, quote, or incorporate into your own work any content (whether text, image, data, or other) that was created by it
- acknowledge all functional uses of the tool (like editing your prose or translating words) in a note, your text, or another suitable location
- take care to vet the secondary sources it cites

If students are not sure whether or not they can use AI tools, they should ask their professors.

Non-academic misconduct: Students are expected to conduct themselves in a respectful manner on campus and in the learning environment irrespective of platform being used. Behaviour, communication, or acts that are inconsistent with a number of UW policies could be considered “non-academic” misconduct. More detailed information can be found here:

- Respectful Working and Learning Environment Policy
<https://www.uwinnipeg.ca/respect/respect-policy.html>,
- Acceptable Use of Information Technology Policy
<https://www.uwinnipeg.ca/policies/docs/policies/acceptable-use-of-information-technology-policy.pdf>
- Non-Academic Misconduct Policy and Procedures:
<https://www.uwinnipeg.ca/policies/docs/policies/student-non-academic-misconduct-policy.pdf> and <https://www.uwinnipeg.ca/policies/docs/procedures/student-non-academic-misconduct-procedures.pdf>

Copyright and Intellectual Property: Course materials are the property of the instructor who developed them. Examples of such materials are course outlines, assignment descriptions, lecture notes, test questions, and presentation slides—irrespective of format. Students who upload these materials to filesharing sites, or in any other way share these materials with others outside the class without prior permission of the instructor/presenter, are in violation of copyright law and University policy. Students must also seek prior permission of the

instructor/presenter before, for example, photographing, recording, or taking screenshots of slides, presentations, lectures, and notes on the board. Students found to be in violation of an instructor's intellectual property rights could face serious consequences pursuant to the Academic Misconduct or Non-Academic Misconduct Policy; such consequences could possibly involve legal sanction under the Copyright Policy:

<https://copyright.uwinnipeg.ca/basics/copyright-policy.html>

Privacy

Students have rights in relation of the collecting of personal data the University of Winnipeg

- Student Privacy: <https://www.uwinnipeg.ca/privacy/admissions-privacy-notice.html>
- Zoom Privacy: <https://www.uwinnipeg.ca/privacy/zoom-privacy-notice.html>

Class Cancellation, Correspondence with Students and Withdrawing from Course

When it is necessary to cancel a class due to exceptional circumstances, the course instructor will make every effort to inform students via uwinnipeg email and Nexus.

Students are reminded that they have a responsibility to regularly check their uwinnipeg e-mail addresses to ensure timely receipt of correspondence from the University and/or the course instructor.

Please let course instructor know if you plan on withdrawing from the course. Note that withdrawing before the VW date does not necessarily result in a fee refund.

Topics to be covered (tentative)

- History of video games
- General game design
 - game analysis frameworks
 - game design goals
 - prototyping and testing
- C# programming
- Unity Game Engine
 - asset creation, prefabs
 - 2D sprites, 3D models, sound
 - player movement and control
 - animation
 - physics, collision detection
 - enemy spawning, basic AI
 - menus and UI elements
 - deployment
- Other topics as time permits

Note: A permitted or necessary change in mode of delivery may require adjustments to important aspects of course outlines, like class schedule and the number, nature, and weighting of assignments and/or exams.