

CS 42 Course Outline as of Fall 2020**CATALOG INFORMATION**

Dept and Nbr: CS 42 Title: INTRO TO GAME CODING

Full Title: Introduction to Game Coding

Last Reviewed: 11/26/2018

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	4.00	Lecture Scheduled	4.00	17.5	Lecture Scheduled	70.00
Minimum	4.00	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 140.00

Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CS 74.42

Catalog Description:

This course introduces students to the design, development, and coding of simple graphical computer-based games. During the course, students will be introduced to various game engines and development environments. Students will gain experience working individually and in a team environment. Emphasis is placed on engaging players through compelling application of game mechanics, dynamics, and aesthetics, as well as on playtesting and iterative development to ensure user-centered design goals are met.

Prerequisites/Corequisites:**Recommended Preparation:**

Course completion of CS 110A and/or programming experience

Limits on Enrollment:**Schedule of Classes Information:**

Description: This course introduces students to the design, development, and coding of simple graphical computer-based games. During the course, students will be introduced to various game engines and development environments. Students will gain experience working individually and

in a team environment. Emphasis is placed on engaging players through compelling application of game mechanics, dynamics, and aesthetics, as well as on playtesting and iterative development to ensure user-centered design goals are met. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Course completion of CS 110A and/or programming experience

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Spring 2011	Inactive:
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UC Transfer:	Transferable	Effective:	Fall 2020	Inactive:
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CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

Approval and Dates

Version:	05	Course Created/Approved:	4/19/2010
Version Created:	7/24/2019	Course Last Modified:	6/2/2024
Submitter:	Ethan Wilde	Course last full review:	11/26/2018
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	11/26/2018
Version Status Date:	11/26/2018	Semester Last Taught:	Spring 2024
Version Term Effective:	Fall 2020	Term Inactive:	

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Understand and apply systems-level thinking and game development methodology best practices to the design and development of simple graphical computer-based games.
2. Develop team-based game creation skills that cover game logic sequencing; storyboarding; artistic and technical coordination; and understanding of technical requirements and limitations.

Objectives:

At the conclusion of this course, the student should be able to:

1. Explain factors that motivate game players and apply those to the design of games that satisfy the needs of players. This includes the design of a logical sequence of game rules, play flow, and interaction opportunities.
2. Develop game coding skills to implement simple versions of games they design. Desired functions include: graphical, interactive user interface; sprite creation, collision detection, applied simulation of physical forces; classes, object instantiation; and modular

- implementation.
3. Determine that games are of measurable high quality and error-free through playtesting, iterative development, and an adherence to best practices in quality assurance, including a proper and documented testing process.
 4. Work independently and in teams using an iterative process to prepare and create Game Design Documents, storyboards, game assets and scripting to create game simulations.
 5. Utilize the concepts of game mechanics, dynamics, and aesthetics to discuss game play of games of different genres on varied platforms.

Topics and Scope:

I. Game Development Fundamentals

- A. Introduction to systems thinking
 1. Flow control and diagramming
 2. Visual scripting systems
- B. Introduction to scripting
 1. Variables and data types
 2. Expressions and operators
 3. Control structures
 4. Functions
 5. Objects and classes
 6. Events and triggers
- C. Mathematics and physics fundamentals
 1. Cartesian coordinate systems
 2. World space, object space, camera space
 3. Vectors, forces and physics simulations
- D. Development methodologies
 1. Unified and agile processes
 2. Iterative design
 3. Human-centered design
 4. Design patterns
 5. Project management and quality assurance

II. Considerations of Game Creation

- A. Types of games
- B. Game mechanics, dynamics, and aesthetics
 1. Mechanics of gameplay
 2. Dynamics of gameplay
 3. Aesthetics of gameplay
- C. Motivational and emotional aspects of playing games
- D. Generic game design rules
- E. Technologies, platforms, tools
- F. Game development frameworks and engines

III. Game Development Process

- A. Setting goals for the game
- B. Developing a storyboard and designing gameplay
- C. Drafting a Game Design Document (GDD)
- D. Iterative prototyping
- E. Stakeholder feedback loop and playtesting
- F. Features, functions, and program components
 1. Game loop
 2. Assets
 3. User input

- 4. Sprites and collisions
- 5. Audio representation
- G. Game rules
- H. Navigation and wayfinding
- I. Graphical user interfaces
- IV. Supporting Disciplines
 - A. Game playtesting and validation
 - 1. Quality assurance testing plan
 - 2. Bug tracking and resolution
 - B. Working as a team
 - C. Productization and packaging
 - D. Art work

Assignment:

1. Read approximately 25-30 pages a week
2. Prepare 1-2 written Game Design Document(s) (GDD) that closely mirror the documentation process used in the field. (3-7 pages each)
3. Regular group discussion contributions (0 - 12) such as:
 - A. Play logic and navigation design
 - B. Storyboarding, player motivation
 - C. Theories of game development
 - D. Design and implementation of game logic (rules and programmatic navigation)
 - E. Use of design patterns
 - F. Graphical user interface design
 - G. Implementation technologies and validation
4. Game creation and scripting assignments that solve particular technical challenges (6 - 12)
5. Midterm and final examinations that evaluate critical thinking skills such as:
 - A. Game requirements analysis and validation
 - B. Game storyboard design and implementation
 - C. Software games, techniques, and technologies
 - D. Tools and techniques used in the software industry
6. A final class project that includes topics such as:
 - A. Selection of a viable, realistic project
 - B. Interviews with players and project stakeholders to collect requirements and risks
 - C. Creation of a comprehensive software-based game
 - D. Summary of playtesting findings and suggested improvements for future versions

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Game design document(s)

Writing
10 - 30%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Game creation and scripting assignments

Problem solving
20 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Final project

Skill Demonstrations
30 - 60%

Exams: All forms of formal testing, other than skill performance exams.

Midterm and final exams

Exams
10 - 30%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation, discussion contributions

Other Category
0 - 10%

Representative Textbooks and Materials:

An Introduction to HTML5 Game Development with Phaser.js. Faas, Travis. CRC Press. 2017

Blueprints Visual Scripting for Unreal Engine. Sewell, Brenden. Packt Publishing. 2015

Unity in Action: Multiplatform Game Development. Hocking, Joe. Manning Publications. 2015

Introduction to Game Design, Prototyping, and Development. Bond, Jeremy Gibson. Addison-Wesley Professional. 2014 (classic)

Invent Your Own Computer Games with Python. 4th ed. Sweigart, Al. No Starch Press. 2016

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	NP	No Prerequisite
Advisories-generate description:	U	User-Generated Text
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	N	No Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	72	Internet-Based, Delayed Interaction
	71	Internet-Based, Simultaneous Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Both Certificate and Major Applicable
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	Y	Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0701	Computer & Information Science

OTHER CODES

Discipline:		Computer Information Systems
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	Y	Either online or hybrid, as determined by instructor
Emergency Distance Ed Approved:	Y	Fully Online Partially Online Online with flexible in-person activities
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	0614.20	Electronic Game Design
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course

In-service:

N

Not an in-Service Course