

The Illinois Institute of Art-Chicago

Course Title: GAD420 - Game Prototyping
Session/Year: Winter 2009
Class times: Tuesday and Thursday, 12:00 – 2:50 pm
Instructor: Lindsay Grace
Contact info: LGrace@aii.edu
Course Website: <http://Aii.LGrace.com>
Backup site: <http://Aii.LGraceGames.com>

Course description:

In this class students will create and produce a game prototype demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their design, production and collecting skills as well as scripting and storyboarding.

Course Length: 11 Weeks
Contact Hours: 66 (22 lecture and 44 lab)
Credit Value: 4 QHC
Prerequisites: GAD408, MAA320

Competencies:

1. Create a game back story, character biographies and a concept bible.
2. Demonstrate critical thinking and creative writing skills in the production of a standardized document describing the game in detail (a game design document).
3. Exercise planning and organizational skills in the production of a written and oral description of the scope and sequence of the game development cycle.
4. Create and document marketing plan for an interactive concept and design.
5. Write proposal for the development of the game.
6. Critically evaluate video games.
7. Discuss and evaluate the strengths and weakness of various games and draw market relevant conclusions for the production of the student project.
8. Observe and document code errors in video games.
9. Identify program problem issues.
10. Create playable demo grade games
11. Produce a computer game prototype using appropriate interactive computer gaming or multimedia software.
12. Apply scripting and programming techniques for optimized play of the tool used
13. Analyze project art needs and control all files and assets.
14. Collect, create, synthesize and optimize audio, video and graphic elements for the production of the game.
15. Participate as a member of a team, collaborating with other artists and team members.
16. Develop characters that are appropriate for the game.

Methods of Instruction: Lab and lecture

Methods of assessment:

Individual Participation:	10%
Individual Assignments:	10%

Projects:

Midterm Prototype:	20%
Game Design Document:	20%
Final Project:	30%
Weekly Deltas:	10%

Grading System**Point Score range**

93 and above

90-92

87-89

83-86

80-82

77-79

73-76

70-72

67-69

63-66

Below 63

Letter Grade

A

A-

B+

B

B-

C+

C

C-

D+

D

F

Evaluation will be based on the following:

- Knowledge of Subject
- Originality/Creativity
- Presentation/Delivery
- Integration of competencies

Required Text:

No Required Text

Please review weekly reading and reference at <http://Aii.LGrace.com>**Suggested Reading:**Please review weekly reading and reference at <http://Aii.LGrace.com>**Supplemental materials:**Please review references at <http://Aii.LGrace.com>**Technology:**

PC Lab with NT operating system and Autodesk Maya Software.

Unreal (version to be determined)

Required Materials

- USB thumb drive or portable hard drive (for daily work)
- Recordable CDs for turning in digital assignments (3-4)
- Sketchbook, drawing pencils and drawing supplies
- Access to a PC formatted computer (no Macs)

Classroom policy and procedures:

Attendance: Professionals in the industry are expected to be on time and to meet all deadlines. With this in mind, attendance of all classes is mandatory. There are no excused absences; however, emergencies and illnesses documented may be taken into consideration. Roll will be taken at the beginning and end of each class. When late to class or missing a class, the student is responsible for getting missed information. Students with 32% accumulated absence (a total of 21 hours) will fail the course; tardiness counts toward accumulated absence.

All assignments are due at the beginning of the class unless otherwise indicated. Completed group assignments will be presented to the class and a printed copy of assignment (e.g. copy of presentation, lists, etc) will be provided to instructor. When the assignment involved source code, students will demonstrate code in front of the entire class, then provide an appropriately labeled set of files on the common drive.

Students should always keep a backup copy of their work.

No late assignments will be accepted. In this course, each assignment will build on the previous. Failure to complete the prior week's assignment will make each subsequent week harder. It is in your best interest to complete each assignment on time and to the best of your ability. Always hand in what you have, even if it does not work. **Partial credit is better than no credit at all.**

Cheating and Plagiarism will not be tolerated. Consult the school catalog for more info in the section on Academic Honesty on page 73.

Special accommodations:

The Illinois Institute of Art-Chicago special needs coordinator, Jamey DiVietro, organizes services for qualified students requiring reasonable accommodations. Notifying the Illinois Institute of Art-Chicago that you have a disability or special needs is optional and confidential. However, in order for the school to accommodate your needs, we need advance notice of the services you require. For more information please contact Jamey DiVietro at 312-777-8616.

Counseling: If during the semester you have problems with stress, just need to talk to someone or need a referral to alternative resources, contact Jamey DiVietro the school counselor. He can be reached in the Student Services offices, or by phone at the services you require. For more information please contact Jamey DiVietro at 312-777-8616 or by e-mail at divetrj@aii.edu.

Weekly Schedule

Week 01:

Course Overview – Teams Formed

- Brainstorm ideas for final project
- Begin working on Game Prototype Proposal

Lecture: Intro to the use of Prototypes.
Review of effective games and prototypes.

In class: Development of game prototype ideas

Week 02:

Creative Design

- Due:** 1 Game prototype concept per team member
- Due:** Paper Prototype of 3 ideas (due on day 2)

Critique in class: prototypes

Week 03:

Game Engines: Prototyping Software – the “Easy Engines”

Lecture: Intro to Drafting Game Engines

Lab: Interface Design

- Assignment:** Interface Design
- Assignment:** Choose Engine

Week 04:

Produce Software Prototype Version 1 (software version)

- Lab:** Begin working on Production Timeline (Proto Draft 1)
- Lab:** Begin working on Game Design Document

Week 05:

Present Simple Game Prototypes (contrast with current market)

Begin Plan for Prototype Version 2

Weekly Delta 1:

- Due:** Production Timeline
- Due:** Design Document Outline
- Due:** Job description for each team member

Lecture:

Creating the Design Document
Assessing the market

Week 06:

Design and Document

Lecture:

Intro to Media Design Document
Overview of Industry Game Engines

Weekly Delta 2:

- Due:** Design Documentation Draft
- Due:** MDD Outline and Description of Art Direction

Due: Concept sketches

Week 07: **Design and Document – Begin production**

Weekly Delta 3

Due: Final Digital Environment, Character, and prop concept drawings.

Due: Final Complete Design Document
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Lecture:

Art Pipeline

Prototype Pipeline: Adding Art Assets to your engine

Begin producing art assets (if you haven't already)

Week 08: **Art Production / Design**

Assignment: Gather texture library

Lab: Begin Modeling and laying out Level Designs in Unreal.

Weekly Delta 4:

Due: Art Pipeline (described and tested)

Due: Composed texture style and color pallet

Due: Master-samples 3D Art assets (geometry only – no textures) in engine

Due: Complete walkthrough of level (Digital guide + description)

Week 09: Lab

Weekly Delta 5:

Due: ¼ art assets in game engine

Week 10: Lab

Weekly Delta 6:

Due: Major Art assets in game engine

Due: Game mechanics demonstration

Due: Revised individual job description

Week 11: Prototype Completion

Lab: complete "prototype."

This syllabus is subject to change with the needs of the course and at the discretion of the instructor.

Syllabus acceptance signature page

I have read the entire syllabus carefully and understand the attendance policies and class policies concerning assignments. I understand that the class runs for six hours each week and I am personally responsible to be present for each session from start to finish. I am now informed that both late arrivals and early exits are noted in the attendance log.

Name (Print) _____

Phone Number _____

Current email _____

Acceptance page is required by the department – please complete and return to your instructor