# San José State UniversitySchool/Department of Computer ScienceCS 134 Section 1, Computer Game Design and Programming, Spring 2018

## Course and Contact Information

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| Instructor: | Jared Finder |
| Office Location: | Duncan Hall 282 |
| Telephone: | 530-346-3371 |
| Email: | michael.finder@sjsu.edu |
| Office Hours: | 6:30pm – 7:30 Monday (right before class) |
| Class Days/Time: | 7:30pm – 8:45 Monday, Wednesday |
| Classroom: | MacQuarrie Hall 225 |

## Course Format

This class teaches how to create video game engines and occasionally has in-class labs. Access to a laptop that can compile modern C, C++, or Java code is required. This means you must have a laptop that runs Windows, macOS, or Linux. It is recommended that your laptop run Windows 7 or above or macOS Mountain Lion or above.

## Faculty Web Page and MYSJSU Messaging

Course materials such as syllabus, notes, assignment instructions, etc. can by found on my [personal web page](http://hpalace.com/sjsu-2017spring) at http://hpalace.com/sjsu-2018spring or on [Canvas Leaning Management System course login website](http://sjsu.instructure.com/) at http://sjsu.instructure.com. You are responsible for regularly checking with the messaging system through [MySJSU](http://my.sjsu.edu/) at http://my.sjsu.edu (or other communication system as indicated by the instructor) to learn of any updates.

## Course Description

Architectures and object-oriented patterns for computer game design. Animation, simulation, user interfaces, graphics, and intelligent behaviors. Team projects using an existing game engine framework. Prerequisite: CS 146 and either CS 151 or CMPE 135 (with a grade of "C-" or better in each); or instructor consent.

### Learning Outcomes

Upon successful completion of this course, students will be able to:

1. Be able to identify what code in a game is performance crticial.
2. Know common patterns in video game engines.
3. Create a game engine and implement a game in it.

## Required Texts/Readings

### Textbook

There are no required books or reading. I will provide handouts at class or links to web pages when referencing material.

### Other Readings

While not necessary, I can recommend two relevant books that cover game engines: Game Engine Architecture by Jason Gregory and Foundations of Game Engine Development by Eric Lengyel. If you would like to save money, consider buying the 1st Edition of Game Engine Architecture for $25 at Amazon instead of the 2nd Edition.

These websites are always interesting and cover interesting game development news:

[http://gamasutra.com](http://gamasutra.com/)

[http://gamedev.net](http://gamedev.net/)

## Course Requirements and Assignments

I expect to assign a small assignment about once every other week. Assignments will be given out on Wednesday and due the next Wednesday, with the first part of each Monday to cover any questions regarding the assignment. The details for each assignment will be put on the Canvas website. In addition, there will be presentations given to the whole class. There will be no tests. Instead of tests, there will be projects.

This structure is designed to be similar to the experience you would have while employed. I have never had a test at any of my jobs!

Note that the assignment schedule is subject to change with fair notice.

### Final Examination or Evaluation

At finals you will be showing off your final project. This project will use all the knowledge you learned during the semester. Your final project will be graded in three categories, all equally weighted.

1. Completeness – Is the project a complete (though small) game? game
2. Stability – Is the project free of bugs?
3. Fun – Is the project actually a fun experience?

## Grading Information

### Determination of Grades

Your final grade is a weighted average of homework (60%) and a final project (40%). Your final grade is then determined based on the calculated percentage. Grades will be based on the percentage of total points earned:

* A+ 98%-100%
* A 93% - 97%
* A− 90% - 92%
* B+ 88% - 89%
* B 83%-87%
* B− 80% - 82%
* C+ 78% - 79%
* C 73%-77%
* C− 70% - 72%
* D+ 68% - 69%
* D 60%-67%
* D− 50%-59%
* F 0% to 49%

Each homework will lose a small amount for every day it is late, not including holidays. Because of the nature of this class, it is important to turn in every homework assigned, even if it is late.

## Classroom Protocol

I hope that this class is one you look forward to throughout the week and will never be late to. Please do not show up late, as I will be starting promptly. Classes will be a mix of lecture, presentation, and group activities. Please make sure your cell phones are off or silent during the class.

## University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs’ [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at http://www.sjsu.edu/gup/syllabusinfo/

# CS 134 Section 1, Computer Game Design and Programming, Spring 2017, Course Schedule

*The following schedule is tentative and subject to change. The schedule will be kept up to date on the* [*class website*](http://hpalace.com/sjsu-2018spring) *at http://hpalace.com/sjsu-2018spring.*

## Course Schedule

| Week | Date | Topics, Readings, Assignments, Deadlines |
| --- | --- | --- |
| 1 | Jan 24th | Class Introduction |
| 2 | Jan 29thJan 31st | Fundamentals – The Game Loop, Parts of a Game Engine |
| 3 | Feb 5thFeb 7th | Fundamentals – Video game math, points and vectors, external libraries |
| 4 | Feb 12thFeb 14th\ | Drawing – Level representation, 2D, top-down, isometric, 3D |
| 5 | Feb 19thFeb 21st | Drawing – Optimizations, animation, game cameras |
| 6 | Feb 26thFeb 28th | Physics – Collision detection, collision resolution |
| 7 | Mar 5thMar 7th | Physics – Advanced physics, optimizations |
| 8 | Mar 12thMar 14th | Physics – Genre specific physics |
| 9 | Mar 19thMar 22nd | **Game Developers Conference – TBD** |
| 10 | ~~Mar 26~~~~th~~~~Mar 28~~~~th~~ | **SPRING BREAK** |
| 11 | Apr 2ndApr 4th | AI – Decision making, FSMs, behavior trees |
| 12 | Apr 9thApr 12th | AI – PathfindingText drawing, sound |
| 13 | Apr 16thApr 18th | Review, data driven architecture**Start of final project** |
| 14 | Apr 23rdApr 25th | Multi-threaded architectures |
| 15 | Apr 30thMay 2nd | Flexible subject 1 |
| 16 | May 7thMay 9th | Flexible subject 2 |
| 17 | May 14th | Flexible subject 3 |
| Final | May 21st | Final is at 7:45pm |