Mission
To educate students to be self-directed learners, collaborative workers, complex thinkers, quality producers, and community contributors

Course Description
This introductory class focuses on the development and creation of video gaming. Students will use a variety of software packages to create working, interactive gaming programs. Students will learn about the gaming industry and planning tools, such as storyboarding and will continue to build upon their graphics knowledge by creating their own backgrounds and animated sprites. They will learn how to edit sounds and incorporate them into their games. In addition, students will build upon their programming knowledge by adding scripting to their games.

Course Objectives
- Through a series of exercises and projects, you will gain a basic understanding of how to design and produce video games.
- Students will understand what is required to take a project from a concept, through design, through testing, to operation.

Class Expectations
- All students will have completed the course prerequisites: Computer Programming 1 & Graphics 1.
- Students will have an interest in the video game industry.
- Attendance is essential to your success as you will be given time to complete the assignments in class.
- Be in your seat and ready to begin when the bell rings.
- The technology in the classroom will be treated with respect.

Course Resources
- If you need time outside of class to complete projects, both software packages we use (Gamemaker & Audacity) are available as free downloads. Gamemaker Studio is available at [www.yoyogames.com](http://www.yoyogames.com) & Audacity is available at [http://audacity.sourceforge.net/](http://audacity.sourceforge.net/).
- Students will receive a copy of the textbook *The Gamemaker Standard*. If you lose or misplace the text, it is your responsibility to purchase another copy.

Grading
Your semester grade is designed to reflect what you have *learned*, not what you have completed!

**Overall Semester Grade:**
- 85% Coursework
- 15% Final Exam

**Coursework Grade:**
All coursework is summative and is weighted according to the course standards.

Course Standards

Standards comprise 100% of coursework grade and are weighted as follows:

- **Game Planning** - drafting planning documents, storyboarding concepts for games, creating a unique idea/approach (15%)
- **Design** - utilizing software packages to create elements of game needed: sprites, animations, background, art, music, and sound effects (25%)
- **Production** - use of correct software for game production and skill using that software (25%)
- **Testing** - post production, finished quality of final piece, free of errors (25%)
- **History** - review of game systems, old and new games and game platforms, write ups on gaming history topics (10%)

Semester Outline

Week One (Chapter One)
- Course Overview/ Expectations
- Gaming Industry Video/ Review paper
- Intro to GameMaker/ Create First Simple Game (Catch the Clown)
- First Gameday Friday
- Issue Textbooks, Read Chapter One

Week Two (Evil Clutches)
- Create and test Side Scroller Game
- Review History of Game Systems (Atari to X-Box)
- Game Day Friday

Week Three (Chapter 2)
- New Side Scroller Game (Scout)
- First Game Review paper due (Arcade Game)
- Find version of early games on Internet or elsewhere to play (Asteroids, Pacman, Frogger, etc).
  - Follow outline provided and write single page paper on game qualities.

Week Four (Chapter Two Cont)
- Finish Scroller Game (Scout)
- Test and submit
- Create Backgrounds for games with Photoshop
- Gameday Friday

Week Five: (Chapter Three)
- Lost Dog Game
- Review “What makes a good game?”
- Game Genre’s (Action, Strategy, Simulator, etc.)
- Second Game Review Paper (Sports Game)
- Find Game at Home, select one from the approved list or see instructor with your recommendation)
  - Follow outline and submit paper.

Week Six (Chapter Three Con’t)
- Finish Lost Dog Game
- Create Animations with Photoshop for Games
- Game Design Document for custom game
Week Seven: (Custom Shooter)
- Modify “Evil Clutches” Game with more interactivity
- Create new sprites
- Add in animations
- Create new background with Photoshop
- Add in Audio track

Week Seven (Chapter 5)
- Create “Pixel Art Candy Catch
- Sound Effects (Create your own sound effects, record for use in game)
- Fourth Game Review Paper Due (First Person Shooter)
- Find Game at Home, select one from the approved list or see instructor with your recommendation. Follow outline and submit paper.

Week Eight: (Chapter 6/ Midterm)
- Chapter 6 Blood Vessel Game
- Creating 3D look from a 2D game
- Creating levels
- Adding Sound to a Game with Audacity.

Week Nine: (Platform Game)
- Fish Called Pod Game
- Elements of a Platformer
- Storyboarding
- Use of Storyboards to create a game
- Create pencil sketches of how a game is to be laid out
- Use supplied template

Week Ten: (Custom Platformer)
- Creating a Custom Platformer of your own design.
- Create own animated characters
- Create own backgrounds
- Add in sound effects and music track
- First Draft of Storyboards due.
- Review of Storyboards with class.
- Display and explain actions of game/ Class to provide feedback

Week Eleven (Custom Platformer)
- Finish custom platform game
- Distribute to class for evaluations

Week Twelve (Chapter 7)
- Create “Lost Dog” with Gamemaker GML Coding
- Game Review Paper, “Role Playing Game”, select one from the approved list or see instructor with your recommendation. Follow outline and submit paper.

Week Thirteen: (Chapter 8)
- Role Playing Game
- Creating Player Views/Windows
- Adding a Map view
- Time to work on Final game if needed
Sixth Game Review Paper Due (Platform Game)
- Find Game at Home, select one from the approved list or see instructor with your recommendation
  - Follow outline and submit paper.

Week Fourteen (Chapter 8 continued)
- Finish Role Player Game
- Time to work on Final game if needed
- Start creating Storyboards and Design Document for Final Game

Week 15 & 16
- Create Custom Game, based on your plan using Gamemaker
- Follow Design Document and Story Board
- Present to Class as working game
- On Final Day, pick one game presented, use critique sheet and evaluate game
- (Completed Critique will count towards final grade)

Week Seventeen
- Final Exam (Critique Final Games)

Grading Disbursement:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Score Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>90-100</td>
</tr>
<tr>
<td>B</td>
<td>80-89.9</td>
</tr>
<tr>
<td>C</td>
<td>70-79.9</td>
</tr>
<tr>
<td>D</td>
<td>60-69.9</td>
</tr>
<tr>
<td>F</td>
<td>&lt;60</td>
</tr>
</tbody>
</table>

Late Assignment & Reassessment Policy

Students will receive two “Late Coupons” at the beginning of the semester. Additional coupons will not be granted. Students may use these for any formative or summative lab that they turn in late to receive full credit. The coupon must be turned in and completely filled out to receive full credit.

Formative Assignments (labs, class work, activities, homework): All formative work must be completed by the end of the current unit to receive full credit. Anything turned in after the end of the current unit will receive a maximum grade of 50%.

Summative Assignments (labs, projects): These assignments must be completed by the due date to receive full credit. A student’s maximum grade on a late assignment will drop by 10% for every week the assignment is late. For example, a lab turned in two weeks late will receive a maximum grade of 80%.

Summative Assignments (tests, quizzes): Tests and quizzes (including retakes) must be completed by the end of the following unit to receive full credit.

Retake Policy (retakes are only on summative tests, excluding final exams):

1. Students are only allowed retakes on unit tests on which they receive a 79% or below.
2. The maximum grade the student can get on the retake is an 80%.
3. The higher of the two scores will be entered in Infinite Campus
4. The retake times and locations are left up to the individual teacher.
5. Students are required to do an alternative assignment prior to the retake which they must turn in to their teacher the day of the retake. The teacher may also withhold the retake opportunity until all late work has been turned in.
Communication

- Teachers make every effort to respond to emails and phone calls within 48 hours during the workweek.
- The best way to communicate with teachers is through email; however, if you haven’t received a response in 48 hours, please resend the email or call their voicemail. Your email may have gone into the spam folder.

Help

- Make an appointment with your teacher.
- Attend S.O.S (supervised open study) in the Literacy Center M, W & Th from 3:15 to 4:15.
- Drop in for peer tutor during lunch periods or before school through the Literacy Center.

Parents or Guardians

We need your help!

- Parents should actively check Infinite Campus for their student’s grade.
  - The grades on Infinite Campus will be accurate only at Mid-Quarter and Quarter. Prior to those dates, the grade reflected is fluid.
  - Infinite Campus is a communication tool until final grade is posted.
- Please ask your student about their school work
- Check with your individual teacher for classroom procedures, schedules, and daily class news.