CMG v.01

CREATING MOBILE GAMES

COURSE NUMBER: DIG2931C	CREDIT HOURS: 3.0
SEMESTER/YEAR: SUMMER B 2016	CLASS LOCATION: OORC, NORMAN (NRG) 0120
	CLASS MEETING TIME(S): MTWRF 11:00-12:15 PM
INSTRUCTOR: Seunghyuk (David) Jang	**OFFICE HOURS:** *Friday 3:00 – 5:00 pm /NRG 0118*
COURSE TA OR COORDINATOR: *TBA*	**COURSE WEBSITE:** *http://lss.at.ufl.edu*

COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material in-class or through CANVAS. Students are also encouraged to post general questions to the discussion board through CANVAS, the course management system.

REQUIRED SOFTWARE AND TOOLS:
- GameSalad ([DOWNLOAD](#))
- Adobe Photoshop CS6/CC

RECOMMENDED TEXTS AND ONLINE RESOURCES:
- Lynda.com, Online tutorial *(FREE access for UF students)*
- Official Community http://forums.gamesalad.com/

COURSE DESCRIPTION:
    This is an introductory course on designing your own game with simple drag & drop programming and basic asset creation

PREREQUISITE COURSE: None

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:
1. Understand the general work-flow for creating mobile game using open source software.
2. Create original 2D art assets for mobile game.
3. Understand how to publish mobile game for different platforms.

INSTRUCTIONAL METHODS: The course incorporates lecture, in-class exercises and assignments to apply and reinforce skills learned. Additionally, students will be asked to participate in weekly online critiques to strengthen their skills in analysis and critical thinking. Individual assignments will be explained in detail as the course progresses.

Course Schedule:

Week	Class Topics + Objectives	Assignments + Readings
1 06/27-07/01	Course Objectives Overview of course and objectives - Class Introduction - Syllabus review	**Assign 1: Play a Game** **Within the next week make** **time to sit down and play a**

Week	Class Topics + Objectives	Assignments + Readings
	• Gaming Language • Mobile Games Introduction to GameSalad • Basic GUI • MAC/WIN OS • Image Formats • Create Assets • Import Assets • Templates	**game. Give yourself at least a half hour. When you are done, write a brief summary about the experience.** **Check Canvas for more info.**
2 07/04-07/08	Review: Basics of GameSalad Further introduction to GamesSalad • Scenes / Stages • Actors (Prototype/Instance) • Background • Color Scheme • Movements • Physics • Camera Part I	**Assign 2: Eat and Run** **DUE (07/05):** Assign 1: Play a Game
3 07/11--07/15	Review: Basics of GameSalad Part II Basic Behaviors • Health Bar • Timer • Animation • Score • Camera Part II	**Assign 3: Side(Up)-Scrolling Game** **DUE (07/11):** Assign 2: Eat and Run
4 07/18-07/22	Review: Basic Behaviors Advanced Behaviors • Change Image / Scene /Size • Velocity • Collide • Constrain Attribute • Display Text • Group/Note/Reset	**Assign 4: Final Project Treatment** **DUE (07/18):** Assign 3: Side(Up)-Scrolling Game

Week	Class Topics + Objectives	Assignments + Readings
5 07/25-07/29	Review: Advanced Behaviors Developing Your Own Game • Sound/Music • Final touch for graphic assets	**Assign 5: Final Project Progress** **DUE (07/25):** Assign 4: Final Project Treatment
6 08/01-08/05	Finalizing and Troubleshoot • Debugging • Publishing for different platforms • App developer • Upload to Markets	**Assign 6: Final Project Presentation** **DUE (08/01):** Assign 5: Final Project Progress **DUE (08/05):** Assign 6: Final Project Presentation

COURSE PROJECTS- WEEKLY

Project	Name	Due
1	**Play a Game**	07/08
2	**Eat and Run**	07/15
3	**Shooting with arrow**	07/22
4	**Final Project Treatment**	07/27
5	**Final Project Progress**	08/03
6	**Final Project Presentation**	08/05

GRADING BREAKDOWN:

Assignment	Percentage
Class Attendance and Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forum. Each student will be required to post a weekly critique of their classmates' work on CANVAS. (**Peer Reviews will be included here**)	10%
Weekly Assignments – Weekly assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late.	55%
Final Project – Final Project is the final result of the semester long effort in learning. It is expected that in this final project, students employ the principles and techniques they have learned during the semester.	35%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

COURSE POLICIES:

ATTENDANCE POLICY:
a. At the sole discretion of the instructor, documented Emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least,

students must contact the Instructor 24 hours before class time if they wish to be considered for an excused absence.

b. Unexcused absences will accrue to the detriment of the portion of the final grade given for class participation.

c. Three unexcused absences will result in the drop of one letter grade (i.e. the student will now only be able to obtain a maximum grade of 'B' for the course).

MAKE-UP POLICY:
a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.

b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

ASSIGNMENT POLICY:
a. At the sole discretion of the instructor, late work may be penalized according to the late policy.

b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

CELL PHONE POLICY: There will be no cell phone use in this class. Keep your cell phones off please.

COURSE TECHNOLOGY: The students will be required to have access, and use a personal computer with the access to the Internet. The required software and hardware are expected to be installed and tested prior to class sessions/assignments.

UF POLICIES:

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES: Students requesting accommodation for disabilities must first register with the Dean of Students Office (http://www.dso.ufl.edu/drc/). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

UNIVERSITY POLICY ON ACADEMIC MISCONDUCT: Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php.

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Plagiarism is claiming the work someone else did, as work you did. Please DO NOT DO IT. (Every assets/materials used in Weekly/Final project must be original unless the instructor addresses any exception for particular section. Please read each assignment guideline carefully.)

NETIQUETTE: COMMUNICATION COURTESY: All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at:
http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf
ONLINE COURSE EVALUATIONS: Students are expected to provide feedback on the quality of instruction in this course based on ten criteria. These evaluations are conducted online at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at http://evaluaations.ufl.edu.

GETTING HELP

For issues with technical difficulties for E-learning in CANVAS, please contact the UF Help Desk at: Learning-support@ufl.edu, (352) 392-HELP - select option 2, https://lss.at.ufl.edu/help.shtml.
Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.
Other resources are available at http://www.distance.ufl.edu/getting-help for:
- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.