

# DIG3713 Game Content Production 1

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**Instructor**

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**Phone**

(352) 294-2000

**Email**

Canvas Mail

**Office Location**

NRG 102

[ZOOM Link](#)

**Office Hours**

R 2 – 4 PM

**Course Number**

DIG3713

**Semester/Year**

Fall 2020

**Course Credits**

3 credits

**Course Location**

Online

**Course Description**

Game Content Production 1 is engineered to equip students with the basic technical knowledge and skills in the field of design, conceptualization, and visualization for game content production. Students will learn to work within the multi-disciplinary game industry to develop a general understanding of complex pipelines and processes. Through a carefully crafted set of assignments which build upon each other, the course simulates an accurate development environment in video game production.

**Pre-Requisite Knowledge and Skills**

BA in DAS or Written Consent of Instructor

**Objectives: By the end of this course, students will be able to:**

- Concept and plan the systems, design, and visual aesthetics for a 2D/2.5D video game.
- Develop a game-industry standard game design document (GDD).
- Introduce complex game design skills and their integration with gameplay.
- Effectively implement core principles of the game design production process: Planning, execution, scope, testing, and iteration.
- Create a final video game build including multiple levels in a cohesive executable package.

**Required Materials**

- Unity HUB and Unity 2019+ (*Free registration required*)
- Visual Studio (*or similar scripting software*)
- Adobe Photoshop CC or GNU Image Editor

**Recommended Materials**

- Autodesk Maya 2019+
- Lynda.com Online Unity Tutorials (*Free access for UF students*)
- Official Unity Development Community <https://unity3d.com/community>
- ArtStation <https://www.artstation.com/>
- Sketchfab <https://sketchfab.com/>
- Hyper Light Drifter game  
[https://store.steampowered.com/app/257850/Hyper\\_Light\\_Drifter/](https://store.steampowered.com/app/257850/Hyper_Light_Drifter/)
- Digital Graphic Drawing Tablet with Pen (*Photoshop compatible*)

# Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignments Due
Week 1	<b>Introduction</b> Syllabus Overview Introduction to Design Architecture	None
Week 2	<b>Project Management + Scheduling</b> Development Milestones Scope, Pipelines, Planning	Project Schedule
Week 3	<b>Documentation</b> Unity Editor Basics Game Design Document (GDD) Exercise	Game Design Document
Week 4	<b>Avatar</b> Assembling the Top-Down Player 2D Top-Down Sprite Animations	Player Animations
Week 5	<b>Interface</b> Canvas UI/UX Exercise Dialogue and Narrative	UI/UX Screenshot
<b>Week 6</b>	<b>PROTOTYPE MILESTONE</b> Game Level Scale Review Gameplay Systems Review	<b>PROTOTYPE MILESTONE</b>
Week 7	<b>Post-PROTOTYPE Evaluation</b> Missing Features Risk Review Bug Prioritization and Fix Exercises	Prioritized Bug Report
<b>Week 8</b>	<b>MIDTERM (ALPHA) MILESTONE</b> Game Build Process Peer Testing Process	<b>MIDTERM MILESTONE</b>
Week 9	<b>Post-MIDTERM Evaluation</b> Auxiliary Game Screens Design Quality and Consistency	Auxiliary Level Screenshots
Week 10	<b>Vista</b> Points of Interest (POI) and Establishing Focus Top-Down Parallax and Depth Techniques	POI Screenshot
Week 11	<b>Evolution</b> Transitions and Gameplay Flow Dialogue, Narrative, and Storytelling	GDD Updated
Week 12	<b>Encounter</b> Boss Encounters Exercises Boss Gameplay Level Design and Testing	Boss Encounter Screenshot
<b>Week 13</b>	<b>BETA MILESTONE</b> Gameplay Review and Evaluation Game Audio Design	<b>BETA MILESTONE</b>
Week 14	<b>Post-Beta Evaluation</b>	Patch List Document

Week	Subject	Assignments Due
	Critical Bug and Features Exercises Tutorials and Game Balancing	
Week 15	<b>Packaging</b> Credits Level Exercise Splash and Icon Design	Credits Screenshot Game Icon
Week 16	<b>GOLD MASTER MILESTONE</b> Final Game Build Development Post-Mortem	<b>GOLD MASTER MILESTONE</b> Post-Mortem Document

## Evaluation of Grades

Assignments	Total Points	% of Grade
PARTICIPATION	100	10
SCHEDULE	50	
GAME DESIGN DOCUMENT	100	
PLAYER	50	
INTERFACE	50	
BUGS	50	
AUXILIARY	50	40
VISTA	50	
EVOLVED	50	
BOSS	50	
PATCH	50	
CREDITS	50	
Milestones	Total Points	% of Grade
PROTOTYPE MILESTONE	50	
MIDTERM (ALPHA) MILESTONE	50	50
BETA MILESTONE	50	
FINAL PROJECT (GOLD MASTER)	100	

## 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

Letter Grade	% Equivalency	GPA Equivalency
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies is here:  
<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

**Materials and Supply Fees**

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00.

The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>).

## Course Polices

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**Attendance Policy, Class Expectations, and Make-Up Policy**

We value participation more than mere attendance. The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Interaction with your peers and the instructor will empower you to greater achievement.

In our course, attendance for students is mandatory. Students are allowed three unexcused absences. If you miss more than three classes during the semester, each additional absence will lower your overall grade by 100 points. If you miss more than six classes, you will fail the course. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

**Course Technology**

The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student’s laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

## [DW Technology Requirements](#)

### **Course Communications**

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using “Canvas Mail”.

### **Course Recordings**

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

## **Course Technology Support**

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The [Technology Support Center](#) provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources.

<http://digitalworlds.ufl.edu/support>

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email [support@digitalworlds.ufl.edu](mailto:support@digitalworlds.ufl.edu).

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

## **UF Policies**

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### **University Honesty Policy**

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

### **Class Demeanor**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

### Students Requiring Accommodations

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://www.dso.ufl.edu/drc>) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

### 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/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

### Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

### Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see:

<http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

### Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. [Click here for guidance on how to give feedback in a professional and respectful manner](#). Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via [ufl.bluera.com/ufl/](http://ufl.bluera.com/ufl/). [Summaries of course evaluation results are available to students here](#).

## Campus and Academic Resources

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**U Matter, We Care:** If you or someone you know is in distress, please contact [umatter@ufl.edu](mailto:umatter@ufl.edu), 352-392-1575, or visit [U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

**Counseling and Wellness Center:** [Visit the Counseling and Wellness Center website](#) or call 352-392-1575 for information on crisis services as well as non-crisis services.

**Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or [visit the Student Health Care Center website](#).

**University Police Department:** [Visit UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

**UF Health Shands Emergency Room / Trauma Center:** For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; [Visit the UF Health Emergency Room and Trauma Center website](#).

**E-learning technical support:** Contact the [UF Computing Help Desk](#) at 352-392-4357 or via e-mail at [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

**Career Connections Center:** Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

**Library Support:** Various ways to receive assistance with respect to using the libraries or finding resources.

**Teaching Center:** Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

**Writing Studio:** 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

**Student Complaints On-Campus:** [Visit the Student Honor Code and Student Conduct Code webpage for more information](#).

**On-Line Students Complaints:** [View the Distance Learning Student Complaint Process](#).

*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.*