

## cisc 3660: game programming, prof sklar, fall 2012

<http://www.sci.brooklyn.cuny.edu/~sklar/cisc3660/>



- instructor:  
Prof Elizabeth Sklar (email: [sklar@sci.brooklyn.cuny.edu](mailto:sklar@sci.brooklyn.cuny.edu); AIM: *agentprof*)  
office hours posted each week: <http://www.sci.brooklyn.cuny.edu/~sklar>
- class meeting times and rooms:  
Tuesdays and Thursdays, 11.00am-12.15pm, room 5122 N (lectures) or 5301 N (labs)
- prerequisites:  
Grade of C or better in CISC 3130 (Required). Grade of C or better in CISC 3120 (Recommended).
- course description:  
Game programming techniques. 2D and 3D games. Data representations of virtual elements. Visualizing the 3D game environment. Controlling motion and behaviors. Interaction control. Game architectures, including multi-player games and message passing. Managing complexity. Teamwork to create a 3D game using a 3D multi-player game engine. (3 credits)
- course structure:  
The following topics will be covered in 4 curricular units:
  - I. Fundamentals and Virtual Worlds (HTML5, Blender)
  - II. Events, Collisions and Animation (HTML5, Blender)
  - III. Visual Mechanics and Effects (Blender, Unity)
  - IV. Game Engines and Multi-player Games (Unity)Note the use of three different game programming environments: HTML5, Blender and Unity. Class sessions will consist of lectures and hands-on labs. Students may bring their own laptops to the labs, or use the computers in the lab.
- computer:  
You will need to have access to a computer and the internet for this class, though having your own computer is not required. You can use the public machines in the library or the WEB building to complete your assignments.
- flash drive:  
A USB FLASH drive is **required**.
- textbook and course materials:  
There is no required textbook. Comprehensive lecture notes will be posted on-line. Some Tutorial material will also be available on-line. Readings will be provided from multiple sources. See the class web page for a complete list of sources.
- assessment:  
term grade is comprised of the following:

labs/projects	55%
midterm exam	15%
final exam	30%