cisc3660
game programming
fall 2012
lecture # I.1
course introduction

topics:

- introduction to the course

instructor:

- Prof Elizabeth Sklar, *sklar@sci.brooklyn.cuny.edu*, AIM screen name: *agentprof*

course web page:

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

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course content

- 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.
- prerequisites:
  - Grade of C or better in CISC 3130 (Required).
  - Grade of C or better in CISC 3120 (Recommended).

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course requirements

- no textbook!
- some materials will be provided in class
- some materials will be provided on-line
- USB Flash drive (for labs)
- attendance
- computer access for completing labs and projects
- exams (midterm and final)

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topics

- 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)

course structure

- 4 **units**
- each unit has lectures and labs
- the labs will be hands-on sessions using computers in 5301 N
- the assignments will include:
  - written assignments
  - games created in different environments (as assigned)
- late policy
- your grade =
labs/projects	55%
midterm exam	15%
final exam	30%

to do

- in class:
  - fill out pre-semester survey and give it to me before you leave today
- at home:
  - check out the class web page:
    `http://www.sci.brooklyn.cuny.edu/~sklar/cisc3660`
  - get a USB flash drive if you don't already have one