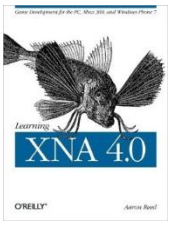
COSC 315.001: Programming for Interactive Design

Instructor: Bridget M. Blodgett
Office Hours: Monday 12:30pm – 2:00pm
Thursday 3:30pm - 5:00pm
Appointments available upon request
E-mail: bblodgett@ubalt.edu
Gchat: bblodgett.ubalt

Course Information
Location: AC 219
Times: M 2:00pm – 4:30pm

Textbooks



Aaron Reed. XNA 4.0: Game Development for Windows PC, Xbox 360, and Windows 7 Phone (XNA). ISBN-10: 1449394620 ISBN-13: 978-1449394622

SOFTWARE
XNA Game Studio: http://www.microsoft.com/en-us/download/details.aspx?id=23714
Visual Studio/ Visual C# Express: http://www.visualstudio.com/en-US/products/visual-studio-express-vs

Course Description

An introduction to object-oriented computer programming framed in the technical aspects of game programming. The course covers variables, control structures, functions, arrays, data types, classes, inheritance and polymorphisms. Students apply these concepts to build a series of small games. Laboratory fee required.

At the end of the course you should be able to:

- Independently use problem solving skills to address game technology issues
- Design and create a working XNA-based game
- Write C#/XNA programs that are both syntactically and logically correct
- Integrate user-driven play experiences within their games
- Understand XNA scripts and the principles of object-oriented software design

Prerequisite: COSC 250 or equivalent and Simulation and Digital Entertainment major.

Course Requirements

Application Activities: Approximately 10 activities will be distributed in class during the course of the semester. These make up 10 percent of the class grade and are therefore very important in determining your standing in the class. The activities will consist of application and interpretation questions addressed using your knowledge to date. Each activity is worth 10 points for a max of 100 points.

Game Design Documents and Presentation: You will need to develop an idea for a game, pitch your idea to the class, incorporate feedback and build the game. You will have two opportunities to interact with the instructor and

your fellow students to receive feedback on your idea and game progress. The game design documents and presentations are graded independently of the software.

Class Project: You will take a game concept from the initial conceptual outline through to a functioning Windows game during the course of the semester. The project is worth 40 percent of your final grade.

Grading Policy

Total Points available: 500

1. Class Project (200 points): 40%
2. Class Participation (50 points): 10%
3. Application Activities (100 points): 20%
4. Game Design Documents and Presentations (150 points): 30%

Percentage Points Grade

Percentage	Points	Grade
93 – 100	465 – 500	A
90 – 92.9	450 – 464	A-
87 – 89.9	435 – 449	B+
83 – 86.9	415 – 434	B
80 – 82.9	400 – 414	B-
75 – 79.9	375 – 399	C+
70 – 74.9	350 – 374	C
60 – 69.9	300 - 349	D
0 – 59.9	0 - 299	F

Note: You can calculate your grade at any time by dividing your current number of points by the number of points evaluate and multiplying it by 100. The result can then be compared to the grading scheme to determine your current grade.

Policies

Late Work

Late work will be accepted within 48 hours of the deadline for no higher than a B. However, unless there is a documented notice of illness or other excused absence, all credit will be lost for participation in that day's workshop activities.

Remember–bringing your work to class on time is the only way to participate in peer feedback exercises.

The final game project will NOT be accepted late, as this would delay the submission of final grades.

Late Arrivals and Absence

If you miss a scheduled class, you will receive no credit for the group or peer review exercises. These cannot be made up – your absence robs your peers of feedback. In the event of documented excused absence, alternate assignments will be arranged.

If you are late to class, enter without interrupting. You will receive a zero for any work assigned before you arrived. You are responsible for finding out what you've missed from classmates.

Classroom Technology Policy

This class meets in a computer lab, but this is not an invitation to use the computers in ways that detract from your learning or the learning of others. Headphones will not be tolerated in class. Personal electronics, such as cell phones and iPods, must be turned off during class time. If you have an exceptional reason for needing a cell phone, such as the impending arrival of an offspring, let me know before class begins. Failure to use the lab computers in a way consistent with these goals will result in:1) a verbal warning if this is the first disruption 2) a verbal warning and request that you leave the classroom for the second disruption 3) additional administrative procedures for consistent or any additional disruptions.

Plagiarism
The University of Baltimore policies on academic integrity will be strictly enforced in this class.

Topics & Required Reading					
Week	**Month**	**Day**	**Topic**	**Reading**	**Other**
1	September	1	** Labor day ** No Class **		
2		8	Introduction	Class Syllabus	End of Add/Drop Sept 9th
3		15	Getting Started with XNA	Chapters 1 & 2	
4		22	Sprites & User Input	Chapter 3 & 4	
5		29	Object Oriented Design	Chapter 5	
6	October	6	Audio & AI	Chapters 6 & 7	
7		13	2D Games	Chapter 8	
8		20	3D Development	Chapter 9	
9		27	3D Models	Chapter 10	Late Drop October 30th
10	November	3	Additional Cameras	Chapter 11	
11		10	3D Collision Detection	Chapter 12	
12		17	Shaders	Chapter 13	
13		24	Particle Systems	Chapter 14	
14	December	1	Wrapping Up	Chapter 15	
15		8	*Project Presentations*		*Projects Due: December 12th*
16	****Finals Week December 10 – 16th ** No Final for This Class ****				