**The Art Institute of California – San Francisco**
**Course Syllabus**

**Course Number:** GA4422
**Course Title:** Senior Project II

**Class Meetings:** Mondays 6-10pm, Room 511 MAIN
**Session/Year:** Fall 2009
**Instructor Name:** Andrew Klein
**Email Address:** amklein@aii.edu, slorpthegillmania@yahoo.com, andrew@andrewklein.net
**Website:** www.kleinmakelearngood.com
**Instructor Availability Outside of Class:** Generally 1 hour before class. Email to make a reservation. Specific times can be found at: www.andrewklein.net/calendar.html

**Course Description:**
Students continue work on their game prototype, incorporating all elements that they have acquired through the program.

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| **Course Length:** | 11 Weeks |
| **Contact Hours:** | 44 Hours |
| **Lecture:** | 22 Hours |
| **Lab:** | 22 Hours |
| **Credit Values:** | 3 Credits |

**Course Competencies:**
Upon successful completion of this course, the student should be able to:

- Apply time and resource management principles to the development and production of games.
- Participate as a member of a team.
- Employ production schedules as part of the project management process.
- Finalize a game production document, level designs, basic 2D art and 3D models to be combined into a playable Game Demo.
- Successfully create a playable game demo.
- Maintain workflow documentation and production log.
- Identify cost analysis for a given project.
- Create playable demo-grade game.
- Produce a computer game prototype using appropriate interactive computer gaming or multimedia software.
- Apply scripting and programming techniques for optimized play of the tool used.
- Design and de-bug games.

- Analyze project art needs and control all files and assets.
- Collect, create, synthesize and optimize audio, video and graphic elements needed for the production of the game.

**Course Prerequisite(s):** GA4412 Senior Project I

**Text(s):** *Postmortems from Game Developer: Insights from the Developers of Unreal Tournament, Black and White, Age of Empires, and Other Top-Selling Games* by Austin Grossman; Focal Press (2002) ISBN: 1578202140
www.gamastutra.com

**Materials and Supplies:** Note taking material, blank CDs or CDR.

**Estimated Homework Hours:** 4-6 hours per week.

**Technology Needed:** PC/NT, Maya, 3D studio Max, Game Engine.

**Grading Scale:**
All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

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|---|---|
| A | 100-93 |
| A- | 92-90 |
| B+ | 89-87 |
| B | 86-83 |
| B- | 82-80 |
| C+ | 79-77 |
| C | 76-73 |
| C- | 72-70 |
| D+ | 69-67 |
| D | 66-65 |
| F | 64 or below |

**Process for Evaluation:**

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|---|---|
| Attendance | 10% |
| Grading from Bi-Weekly Check-ins | 90% |

**Student Evaluation/Grading Policies:**
- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- Points for individual activities will be announced.

- All work must be received by the set deadlines.
- ABSOLUTELY NO WORK WILL BE ACCEPTED AFTER THE FINAL CLASS MEETS WEEK 11.

**Classroom Policy:**

- No food allowed in class or lab at any time. Drinks in sealable bottles allowed in classroom.
- Edible items brought to class or lab must be thrown out.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken hourly. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

**Disability Policy Statement:**

It is our policy not to discriminate against qualified students with documented disabilities in its educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class, contact the Disabilities Services Coordinator at 415-276-1060.

**Academic Honesty Policy:**

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at AiCA-SF. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks.

Student work that appears to violate AiCA-SF's standards of academic honesty will be reviewed by the Committee on Academic Honesty. If the work is judged to have violated standards of academic honesty, appropriate sanctions will be given. Sanctions include but are not limited to course failure and academic termination.

**Suggested Course Outline**

**Week 1:** **Lecture:** Review of progress from previous quarter
**Lab:** Re-establish final timeline for completion
**Homework:** Delegation of assignments for quarter, begin work.

**Week 2:** **Lab:** PLAYTEST 1: check game for play-ability. Bug reports. Delegation of assignments.
**Homework:** Fix elements according to assignments.

**Week 3:** **Lab:** GRADE CHECK 1: What got fixed and added since Playtest 1. Review of asset creation.
**Homework:** Prepare for Playtest 2

**Week 4:** **Lab:** PLAYTEST 2: check game for play-ability. Bug reports. Delegation of assignments.
**Homework:** Fix elements according to assignments.

**Week 5:** **Lab:** GRADE CHECK 2: What got fixed and added since Playtest 2. Review of asset creation.
**Homework:** Prepare for Playtest 3

**Week 6:** **Lab:** PLAYTEST 3: check game for play-ability. Bug reports. Delegation of assignments.
**Homework:** Fix elements according to assignments.

**Week7:** **Lab:** GRADE CHECK 3: What got fixed and added since Playtest 3. Review of asset creation.
**Homework:** Prepare for Playtest 4

**Week 8:** **Lab:** PLAYTEST 4: check game for play-ability. Bug reports. Delegation of assignments.
**Homework:** Fix elements according to assignments.

**Week 9:** **Lab:** GRADE CHECK 4: What got fixed and added since Playtest 4. Review of asset creation.
**Homework:** Prepare for Playtest 5

**Week 10:** **Lab: FINAL PLAYTEST**
**Homework:** EVERYTHING must be fixed by next class. Game must be playable and must have a formal video presentation as well as playable

demo. Industry professionals will be invited, so make this a snappy presentation.

**Week 11:** **FINAL GAME PLAY REVIEW and GRADING**