CSCI 526 Mobile Games Development (3 units)

Fall 2013

Course Information

Course:	Mobile Game Development, CSCI 526, 3 units
Place and Time:	RTH 321, Wednesday 2:00 pm – 4:50 pm
Class web page:	http://gamepipe.usc.edu/~mobilegames/
Instructor:	Scott Easley
Office location:	SAL 240
Email:	seasley@usc.edu
Phone:	(310) 351-7509
Office hours:	Tuesday 10:00 a.m. – 2:00 p.m. Thursday 10:00 a.m. – 2:00 p.m.
Teaching Assistant:	Jerry Lin
Email:	jerrylin@usc.edu
Office hours:	Monday 1:30 pm – 3:30 pm (Skype)
Office location:	ISI
Course producer:	Jie "Ric" Zhang
Email:	zhangjie@usc.edu

Course Objective

The objective of this course is to develop games on mobile devices like Apple iPhone, using various technologies like Unity3D, Cocos2D, etc. Emphasis is placed on building entertainment and serious games as well as novel applications of mobile embedded technology.

After successfully completing this course, students should be able to:

- Know the features of mobile games, the workflow of mobile game development and how mobile gaming technologies work;
- Create mobile game apps on mobile devices such as Apple iPhone, using proper technologies;
- Communicate and work effectively with teammates including artists, designers and programmers.

Course Description

Students in this course will work in small teams to build games on mobile devices. The initial half of the course will focus on learning mobile game development tools and how those can be utilized with game development. During the course,

students will collaborate with each other through the use of programming, art, design, and production skills.
Recommended Preparation: Basic mobile game apps development technologies (Unity3D, Cocos2D), teamwork tools (Google shared docs, Skype, SVN), languages (C#, Objective C, Boo, Javascript)
Textbook: Course Notes and technical documentation.

Evaluation of student performance

Weekly	Deliverables	50
Mid-term	Deliverables	15
Final	Project	25
Final	Presentation	10
	Total:	**100**

Mid-term and Final Project/Presentation evaluation will be based on how a project will realize the goals the team has set out for itself and the project. Ultimately, this course exists to empower students to bring their vision onto the screen. The more you put into the project, the closer it will be to what was envisioned. For the Weekly Deliverables, the results of the Google spreadsheet mentioned above will be a key input. The professors will evaluate both the amount of tasks fully completed on time and also the complexity of the tasks.
Class grading rubric:
a) Online color-coded schedule sheet: green=1, yellow = 0.5, red = 0.
The total is divided by the number of weeks. Strictly: 90%+ = A, 80+=B, 70+=C, 60+=D, and lesser numbers are an F.
b) Then the grade is affected by the following non-quantifiable criteria, in order of importance:
-- Green-colored task difficulty and completion quality
-- Final product quality per milestone descriptions
-- Code quality
-- Perceived effort

Course Outline

Week 1

- Introduction and Course Overview
- Mobile game development overview
- Play some selected mobile games
- Team setup

Week 2

- Design Document Overview (Premise, Pitch,Story, Gameplay Breakdown, Critical Functions of play, Level walkthrough, Resources, Asset List)

Week 3

- Project Plan/Design finalization
- Design Presentation - each team must present their team's proposal

Week 4

- Getting started with development tools
- Quick walk through Unity3D, Cocos2D
- Selection of development tools
- Game Application creation

Week 5

- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 6

- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 7

- Basic wireless Networking walk through
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 8

- Game demos preparation for Mid-term presentation
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 9

- Mid-term demo of developed games - all students in all teams must be present for the in-class demonstration

Week 10

- FTUE (First time User Experience)
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 11

- CUE (Continued User Experience)
- Studio Sessions (In studio sessions, student game development

teams will develop and implement their game designs.)

Week 12

- Review of class games, playtesting setup and feedback
- Reasonable hours of gameplay to be expected from game
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 13

- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)
- Final Game Evaluation
- Bug Fixes

Week 14

- Final In-Class Game demo
- Video demo turned in for semester DVD
- Source code & art assets placed into GamePipe SVN

Statement for Students with Disabilities

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.–5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

Statement on Academic Integrity

USC seeks to maintain an optimal learning environment. General principles of academic honesty include the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one's own academic work from misuse by others as well as to avoid using another's work as one's own. All students are expected to understand and abide by these principles.
Scampus, the Student Guidebook, contains the Student Conduct Code in Section 11.00, while the recommended sanctions are located in Appendix A: http://www.usc.edu/dept/publications/SCAMPUS/gov/. Students will be referred to the Office of Student Judicial Affairs and Community Standards for further review, should there be any suspicion of academic dishonesty. The Review process can be found at: http://www.usc.edu/student-affairs/SJACS/..