CSCI 526 Mobile Games Development (4 units)

Summer 2018

Course Information
Course: Mobile Game Development, CSCI 526, 4 units
Place and Time: EGG 108, Tuesday 6:00 p.m. – 9:00 p.m.
                     Thursday 6:00 p.m. – 9:00 p.m.
Class web page: http://gamepipe.usc.edu/mobilegames/
Instructor: Scott Easley
Office location: Office 207 Gamepipe Labs
                http://tinyurl.com/q8n4emg
Email: seasley@usc.edu
Office hours: Tuesday 2:00 p.m. – 5:00 p.m.
               Thursday 2:00 p.m. – 5:00 p.m.
Course TA: Fotos Frangoudes
Email: frangoud@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**

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<tbody>
<tr>
<td>Weekly Deliverables</td>
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<td>Mid-term Deliverables</td>
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<td>Final Deliverables</td>
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<tr>
<td>Final Presentation</td>
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<td><strong>Total:</strong></td>
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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 online color-coded schedule sheet 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. More specifically:

a) Weekly deliverables will be graded based on online color-coded schedule sheet: green = 1 (fully completed task), yellow = 0.5 (partial completed task), red = 0 (not completed task).

b) Midterm/Final Deliverables will be graded based on how well midterm/final milestone specifications are achieved. And it could be affected by following factors.

--- Green-colored task difficulty and completion quality
--- Code quality
--- Perceived effort

c) Overall, your final letter grade will be determined by total points for all your deliverables and final presentation. Strictly: 90%+ = A, 80%+=B, 70%+=C, 60%+=D, and lesser numbers are an F.

**Course Outline**

**Week 1** (May 17th)

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

**Week 2 Session 1** (May 22\textsuperscript{nd})
- Design Document Overview (Premise, Pitch, Story, Gameplay Breakdown, Critical Functions of play, Level walkthrough,
- Class Overview talk

**Week 2 Session 2** (May 24\textsuperscript{th})
- Project planning/Design finalization
- Source Control
- Design Presentation - each team must present their team’s proposal

**Week 3 Session 1** (May 29\textsuperscript{th})
- Getting started with development tools
- Quick walk through Unity3D, Cocos2D

**Week 3 Session 2** (May 31\textsuperscript{st})
- Selection of development tools
- Game Application creation

**Week 4 Session 1** (Jun 5\textsuperscript{th})
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

**Week 4 Session 2** (Jun 7\textsuperscript{th})
- Basic wireless Networking walk through
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

**Week 5** (Jun 12\textsuperscript{nd}, Jun 14\textsuperscript{th})
- Game demos preparation for Mid-term presentation
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

**Week 6 Session 1** (Jun 19\textsuperscript{th})
- Mid-term demo of developed games - all students in all teams must be present for the in-class demonstration

**Week 6 Session 2** (Jun 21\textsuperscript{st})
- Assess feedback from playtesting the games, project work for the latter half of the semester
Week 7 (Jun 26th, Jun 28th)
- FTUE (First time User Experience)
- Studio Sessions (In studio sessions, student game development teams will develop and implement their game designs.)

Week 8 (Jul 3rd, Jul 5th)
- 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 9 (Jul 10th)
- 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/..