# Syllabus Highlights

## CS 276: Game Development - Fall 2025

2025-08-25

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> 💡 **Slide Notes or Announcements**
>
> None

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> ℹ **Alternative Formats**
>
> - **Slides**
> - **Outline**
> - **PDF**

## Welcome to Game Development! 🎮

**Instructor:** Lucas P. Cordova, Ph.D.
**Email:** LPCordova@willamette.edu
**Office:** Ford 210

**Class Time:** MWF 12:00-1:00 PM
**Location:** Ford 301

**TA:** Teo Mendoza
**Email:** tjmendoza@willamette.edu

**Office Hours:**
Mon/Wed: 1:15-2:15 PM
Tue/Thu: 10:00-11:00 AM

Welcome everyone! This is CS 276 where you'll learn to design and build your own games.

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## What You'll Learn 🎯

- **Core Game Design Principles**
  Genres, mechanics, player motivation, and balance

- **Unity Development with C#**
  Scripts, system dynamics, and interactivity

- **Interactive Systems**
  Environments, physics, cameras, lighting, sound, UI

- **Software Engineering Practices**
  Object-oriented design, modular architecture, design patterns

- **Team Collaboration**
  Work as both Developer and Reviewer

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## Course Structure 📊
### Grade Distribution

| Component | Weight |
| --- | --- |
| **Engagement** | 25% |
| **Assignments** | 25% |
| **Course Project** | 50% |

### Key Elements
- In-class activities
- Design exercises
- Mini-games
- Team project
- Peer reviews

💡 **Note:** The course project is the heart of this class!

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## Your Game Development Journey 🚀

### Major Milestones
- **Week 3:** Game Concept Pitch & Team Formation
- **Week 5:** Game Design Document (GDD)
- **Week 7:** Milestone 1 - Playable Prototype
- **Week 10:** Milestone 2 - Alpha Build
- **Week 13:** Milestone 3 - Beta Build
- **Finals Week:** Final Release & Documentation

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## Two Essential Roles 👥

### 🎮 Game Developer
- Design original game
- Build through iterations
- Refine based on feedback
- Ship final product

### 📝 Game Reviewer
- Provide structured feedback
- Participate in playtesting
- Write detailed critiques
- Support peer teams

**Both roles are equally important for your learning!**

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## Tools & Requirements 🛠️

### Software (All Free!)
- **Unity** (Latest LTS version)
- **Visual Studio** or **VS Code** with C#
- **Git/GitHub** for version control
- **Discord** for team communication

### Hardware
- Laptop capable of running Unity
- Required for in-class activities

> ℹ️ Note
>
> Contact me ASAP if you need hardware accommodations

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## Important Policies ⚠️

### Attendance
- **Required** for all classes
- Engagement activities **cannot be made up**

### Late Work
- **Engagement:** No makeups
- **Homework:** –25% up to 48 hours late
- **Project Milestones:** Must be on time
- **Peer Reviews:** No late submissions

🔡 **Communicate early if you have issues!**

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## Academic Integrity 🎓

### ✅ Allowed

- Discussing concepts with classmates
- Working within your project team
- Using tutorials and documentation (with citation)
- AI tools for brainstorming (if disclosed)

### ❌ Prohibited

- Copying code or assets without attribution
- Sharing code outside your team
- Using solutions from previous semesters
- Submitting AI-generated content without disclosure

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## Key Dates 📅

| Date | Event |
|------|-------|
| **Aug 25** | First Day of Classes |
| **Sep 1** | Labor Day (No Class) |
| **Sep 12** | Game Concept Pitch |
| **Sep 26** | Game Design Document Due |
| **Oct 10** | Mid-Semester Break |
| **Nov 26-28** | Thanksgiving Break |
| **Dec 3** | Final Presentations |
| **Dec 4-10** | Finals Week - Game Release |

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## Workshop Schedule Overview 📚

| Week | Topics | Deliverables |
|------|--------|--------------|
| 1-2 | Unity Basics, Game Design Theory | Teams Formed |
| 3-5 | Design Tools, 3D Environments, C# | Concept Pitch, GDD |
| 6-7 | Development Tools, Physics | **Prototype Due** |
| 8-10 | Level Design, Cameras, Lighting | **Alpha Build** |

| Week | Topics | Deliverables |
|------|--------|--------------|
| 11-13 | Sound, UI, Animation, Testing | **Beta Build** |
| 14-15 | Polish, Version Control, Release | **Final Game** |

## Success Tips 💪

1. **Start Early** - Game development takes time
2. **Communicate** - With your team and instructor
3. **Iterate Often** - Games improve through refinement
4. **Play Games** - Learn from what works (and doesn't)
5. **Ask for Help** - Use office hours and Discord
6. **Document Everything** - Your future self will thank you
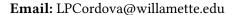
## Resources & Support 🤝

### Academic Support

- **Office Hours:** By appointment or drop-in
- **SOAR Center:** Free resources (Putnam 3rd floor)
- **Tutoring Services:** Academic Resource Center

### Course Materials

- **Canvas:** Assignments and grades
- **Instructor Website:** Guides and tutorials
- **Discord:** Team communication

## Let's Build Something Amazing! 🎮

### Questions?

**Email:** LPCordova@willamette.edu
**Office:** Ford 210
**Office Hours:** MWF 1:15-2:15 PM

Book an appointment

### Ready to Start?

- Join the course Discord
- Install Unity & VS Code
- Form your teams
- Start brainstorming!