Syllabus

CSC 255 Game Programming Team Capstone Project

General Information

Date September 3rd, 2019

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Department Computing Sciences

Course Prefix CSC

Course Number 255

Course Title Game Programming Team Capstone Project

Course Information

Catalog Description This course is offered in a student-centered and student-directed manner where students demonstrate that they have achieved the goals for learning established by FLCC and the Computing Sciences Department. Students will develop a digital game which requires the command, analysis and synthesis of game programming knowledge and skills as well as game design, scheduling and production techniques. As part of a team, students will create the software from concept to publication, present the game in a public exposition, and finalize their portfolio.

Credit Hours 3

Lecture Contact Hours 3

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

CSC 246

Co-requisites

None

First Year Experience/Capstone Designation

This course is designated as satisfying the outcomes applicable for status as a Capstone Course

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
None

Course Learning Outcomes

Course Learning Outcomes

1. Collaboratively produce a complete polished game from concept to publication.

2. Maintain and develop efficient production techniques and documentation.

3. Finalize and present a professional portfolio.

Outline of Topics Covered

1) Team Building
   a) Identifying roles
   b) Tools available
   c) Communication
   d) Resolving issues and conflicts

2) Project Development and Management
   a) Scheduling (long term and short term)
   b) Key benchmarks
   c) Evaluating progress
   d) Resources available
   e) Balancing quality with resources, time, and features

3) Portfolio Publication
   a) Examining sample portfolios
   b) Compiling sample work
   c) Publishing

4) Intellectual Property and Copyright

a) Definitions
b) Current issues within industry and education
c) Additional examples

5) Game Publishing
a) Identifying requirements
b) Platform options

6) Game Exposition
a) Preparing
b) Presentation
c) Reflecting and evaluating

Program Affiliation

This course is required as a core program course in the following program(s)
AS Game Programming and Design