Course Information

CSCI 475 Game Development and Computer Animation

Professor
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Prerequisites
CS362

Sample Textbook
Learning XNA 3.0
XNA 3.0 Game Development for the PC, Xbox 360
By Aaron Reed

Goals
This course will provide students with the skills necessary to design, develop, and deploy: 3D games and related entertainment technology applications. The intent of the course is to provide the student with a solid technical foundation for developing, animating and controlling articulated systems used in interactive computer games, virtual reality simulations and high-end animation applications. Topics include: 3D game programming, 3D graphics, programming video game controllers, collision detection, force and motion calculations, networking multiplayer games, manipulating sound objects, physical modeling, projectiles, particle systems, physical constraints, deformation of virtual 3D objects, surface deformation, and computer animation.

Grading
Programming Assignments 45%
Final Exam 40%
Quizzes 15%

These percents are approximations only. Percents can change at any time without notice. Each quiz or test may contain a laboratory component. Pop quizzes may take place without prior notice.

Attendance
You are expected to attend class regularly, read the textbook, complete assigned problems, participate in class discussions, and work productively in the laboratory.

Make-up Quizzes/Tests/homework/Programs
There are no make-up quizzes, tests, programs or homework without official MU documented absence. If you miss a quiz or a test or homework you will receive a zero grade for that quiz/test/homework. There are no late programs. Programs must be delivered by the time and date specified for the assignment. Submit what you have for partial credit. If you develop your programs incrementally, you will have something to turn in.