

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



Sault College

COURSE OUTLINE

COURSE TITLE: Game Design Process

CODE NO. : VGA 103

SEMESTER: 1

PROGRAM: Video Game Art

AUTHOR: Dwayne Hammond

DATE: March 31, 2010 **PREVIOUS OUTLINE DATED:**

APPROVED:

DEAN

DATE

TOTAL CREDITS:

PREREQUISITE(S): None

HOURS/WEEK:

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For additional information, please contact

School of

(705) 759-2554, Ext.

I. COURSE DESCRIPTION: What is in a game? What are the component parts? Why are games played? Why are they fun? In this course the student will be challenged with discovering answers to some of these questions. Games will be examined and broken into component pieces for analysis. Students in this course will develop an understanding of concepts such as game play and game mechanics, story development and game pacing, primarily through the use of a visual medium such as storyboarding.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1. Design, model and texture convincing 3D game assets including characters, objects, environments and visual effects.

Potential Elements of the Performance:

- Development of storyboards depicting game assets such as characters and environments as appropriate for the various stages of game development.
 - Produce convincing character designs
 - Produce convincing level art concepts
 - Produce convincing game object concepts
 - Demonstrate ability to work within a given art style
2. Critically analyze games with regards to game story structure, mechanics, pacing and the direction of art.

Potential Elements of the Performance:

- Demonstrate capability to deconstruct various games into their component elements.
 - Demonstrate awareness of the difference between describing and evaluating a game or feature.
 - Demonstrate ability to set aside personal preferences when analyzing a product.
 - Consistently emphasize *why* a critical judgment is being made over simply stating the judgment itself.
3. Apply effective business practices and time management skills appropriate to his/her position in the game art industry.

Potential Elements of the Performance:

- Complete the requirements for projects related to each of the stages of game development within the scheduled time allocated.
- Demonstrate ability to handle multiple projects and priorities effectively.

- Demonstrate awareness of level of polish necessary and desirable for a given art asset.
 - Display ability to consistently produce work as quickly as possible.
4. Follow project directions and limitations as set out by art directors.
- Potential Elements of the Performance:
- function as an effective member of an art team, in both leadership and subordinate roles.
 - Demonstrate ability to work within a variety of art styles
 - Demonstrate ability to listen closely to directions provided, and display willingness to ask questions when necessary.
 - Demonstrate ability to respect and respond to the decisions of team leads.
5. Create assets that maximize platform potential on various software development platforms.
- Potential Elements of the Performance:
- Demonstrate ability to translate game design concepts from one platform to another while maintaining core gameplay experience.
 - Demonstrate ability to analyze games while taking consideration of the capabilities of the platform on which the game is running.
 - Produce HUD and UI elements that align with the strengths of a target platform.
6. Communicate (visually, verbally and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation.
- Potential Elements of the Performance:
- Demonstrate capability to communicate ideas effectively in projects requiring written components, image development, and public speaking during presentation components.
 - Produce game art assets that address the specific interests of individuals in various industry positions.
 - Demonstrate ability to contribute to group dynamics and offer valuable insights during the creative process.
7. Work effectively as a game artist to meet objectives within a team environment.
- Potential Elements of the Performance:
- Work effectively as part of a team in a number of group projects.
 - Demonstrate ability to adapt to the changing roles and responsibilities of colleagues in team projects.
 - Demonstrate ability to offer and receive constructive criticism.
 - Complete assigned tasks on time and at or above

- expectations.
- Remain a positive influence on team members when faced with unexpected challenges.
8. Design and create visually appropriate 2D game assets including concept art, storyboards, and digital assets.
Potential Elements of the Performance:
- Utilize storyboards as a medium to explore game art challenges as they exist over a complete game development cycle.
 - Produce convincing character designs
 - Produce convincing level art concepts
 - Produce convincing game object concepts
 - Demonstrate ability to work within a given art style
 - Demonstrate ability to generate art assets that contribute to achieving a given mood or atmosphere.
9. Employ appropriate uses of traditional and digital media within the game art context.
Potential Elements of the Performance:
- Demonstrate ability to produce storyboards using a combination of digital and traditional art techniques.
 - Demonstrate ability to develop a paper prototype which is informed by, and informs, produced digital assets.
 - Produce concept work in a traditional medium, which is then developed further in a digital medium.

III. TOPICS:

1. The Structure of Games
2. Formal Elements
3. Dramatic Elements
4. Studio Culture
5. The Concept Pitch
6. Critical Game Analysis
7. Storyboarding as design element
8. Concept Art in Design Process
9. Interrelationship of Elements
10. The Prototype
11. The Pre-production phase
12. The Production Phase
13. Milestones
14. Requirements of Alpha
15. Requirements of Beta
16. Porting
17. Mobile games and other platforms
18. Marketing Materials

19. Requirements for Launch (Gold)

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

V. EVALUATION PROCESS/GRADING SYSTEM:

Assignment 1: Game Concept Pitch - 20%

Assignment 2: Game Prototype Pitch – 20%

Assignment 3: Critical Game Analysis – 10%

Assignment 4: Final Project – 40%

Participation: 10%

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	3.00
C	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00
CR (Credit)	Credit for diploma requirements has been awarded.	
S	Satisfactory achievement in field /clinical placement or non-graded subject area.	
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.	
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.	
NR	Grade not reported to Registrar's office.	
W	Student has withdrawn from the course without academic penalty.	

VI. SPECIAL NOTES:

Special Needs:

If you are a student with special needs (e.g. physical limitations, visual impairments, hearing impairments, or learning disabilities), you are encouraged to discuss required accommodations with your professor and/or the Special Needs office. Visit Room E1101 or call Extension 703 so that support services can be arranged for you.

Retention of Course Outlines:

It is the responsibility of the student to retain all course outlines for possible future use in acquiring advanced standing at other postsecondary institutions.

Communication:

The College considers **WebCT/LMS** as the primary channel of communication for each course. Regularly checking this software platform is critical as it will keep you directly connected with faculty and current course information. Success in this course may be directly related to your willingness to take advantage of the **Learning Management System** communication tool.

Plagiarism:

Students should refer to the definition of “academic dishonesty” in *Student Code of Conduct*. Students who engage in academic dishonesty will receive an automatic failure for that submission and/or such other penalty, up to and including expulsion from the course/program, as may be decided by the professor/dean. In order to protect students from inadvertent plagiarism, to protect the copyright of the material referenced, and to credit the author of the material, it is the policy of the department to employ a documentation format for referencing source material.

Course Outline Amendments:

The professor reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.

Substitute course information is available in the Registrar's office.

<include any other special notes appropriate to your course>

VII. PRIOR LEARNING ASSESSMENT:

Students who wish to apply for advanced credit in the course should consult the professor. Credit for prior learning will be given upon successful completion of a challenge exam or portfolio.

VIII. DIRECT CREDIT TRANSFERS:

Students who wish to apply for direct credit transfer (advanced standing) should obtain a direct credit transfer form from the Dean's secretary. Students will be required to provide a transcript and course outline related to the course in question.