

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



**SAULT
COLLEGE**

COURSE OUTLINE

COURSE TITLE: Prototyping I
CODE NO. : VGA202 **SEMESTER:** 2
PROGRAM: Video Game Art
AUTHOR: Jeremy Rayment
DATE: Semester 2 **PREVIOUS OUTLINE DATED:** none
APPROVED: Brian Punch

CHAIR

DATE

TOTAL CREDITS: 4
PREREQUISITE(S): College and program admission requirements
HOURS/WEEK: 3

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I. COURSE DESCRIPTION:

Developing a game prototype is the most effective way of communicating your game ideas and intent before full development. One of the main functions of the game artist would be to create the visuals surrounding the game prototype. This course will focus on creating game prototypes of game concepts as well as the development of online and mobile games. The use of a variety of software and basic scripting will be employed as tools during this course.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Develop the ability to critically analyze games with regards to game mechanics, pacing and the direction of art.

Potential Elements of the Performance:

Discuss the main roles a video game prototype plays in the video game production process.

Describe the video game prototyping process.

Define and describe the meaning of the following terms:

Video Game Prototype, Rapid, Iteration, Middleware, Cross Platform, Console, Playable, Single Player, Multiplayer, Online, Mobile, Temp, Low Resolution, High Resolution, Game Play, Game Play Mechanic, Input, Play Testing, Publisher, Game Design Document, Game Level, Pitch

Describe the key uses and advantages that a video game prototype has for game designers, programmers, artists, and business/marketing executives.

Describe the key differences between a video game prototype and a final video game production.

2. Develop perspectives in the role of game artists and art within development team and project objectives by working effectively as a game artist within a team environment

Potential Elements of the Performance:

Discuss the roles a game artist plays in the development of a video game

prototype.

Define and describe the meaning of the following terms:
Model Sheet, Concept Art, 2d Graphics, 3D Geometry, Texture Map,
Normal Map, Light Map, Colour Map, Sky Domes, Line Art, Colour
Palettes, Environments, Story Boards, Reference

Describe the key factors and differences between producing video game art for a prototype and producing video game art for a full video game production.

Describe the key differences between producing video game art on a small team versus producing video game art on a medium/large team.

3. Demonstrate the ability to 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:

Define and describe the characteristics of paper-based video game prototypes

Describe the key differences between producing a video game prototype on paper versus electronically.

Discuss the key advantages of producing a video game prototype on paper.

Create paper-based video game prototypes.

Present and play a completed paper-based video game prototype.

4. Design and create visually appropriate 2D game assets including concept art, storyboards, and digital assets, as it pertains to prototyping games

Potential Elements of the Performance:

Utilize industry standard game development applications and scriptings to complete introductory digital video game prototyping tasks

Define and describe the meaning of the following terms:
Stage, Timeline, Panels, Frame Rate, Frames, Key Frames, Movie Clip,
Symbols, Buttons, Library, ActionScript, Scenes, Registration Point, Object
Drawing Mode, Layers, Publish Settings, Text Field, Import, Export

Create and configure a new Flash game file

Import existing game art assets into an industry standard game development application

Create new game art assets inside an industry standard game development application

Create an animated splash screen

Create game buttons

Use layers to organize game assets

Use basic scripting to add interactivity to buttons and other game assets

Use Text Fields and basic scripting to add a running game score

Create and script a Win

Create and script a Lose state

Publish game prototype

III. TOPICS:

1. The main roles a video game prototype plays in the video game production process.
2. The key uses and advantages that a video game prototype has for game designers, programmers, artists, and business/marketing executives.
3. The video game prototype process.
4. The key differences between a video game prototype and a final video game production.
5. The roles a video game artist plays in the development of a video game prototype.
6. The key factors and differences between producing video game art for a prototype and producing video game art for a full video game production.
7. The key differences between producing video game art on a small team

versus producing video game art on a medium/large team.

8. The characteristics of paper-based video game prototypes and the differences between producing a video game prototype on paper versus electronically.
9. The key advantages of producing a video game prototype on paper. Creating paper-based video game prototypes.
10. Present and play a completed paper-based video game prototype.
11. Utilize industry standard game development application to complete introductory digital video game prototyping tasks

IV. **RECOMMENDED RESOURCES/TEXTS/MATERIALS:**

Challenges for Game Designers Non Digital exercises for Video Game Designers

Charles River Media; 1 edition (Aug 21 2008)

ISBN-10: 158450580X

ISBN-13: 978-1584505808

V. **EVALUATION PROCESS/GRADING SYSTEM:**

Assignments/Projects = 100% of final grade

Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the assignment/project.

The following semester grades will be assigned to students:

<u>Grade</u>	<u>Definition</u>	<u>Grade Point Equivalent</u>
A+	90 – 100%	
A	80 – 89%	4.00
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:

DEDUCTIONS – LATES, EXTENSIONS AND FAILS**Lates:**

An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:

The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:

A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:

Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction from final grade

5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

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.

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.

Prior Learning Assessment:

Students who wish to apply for advance credit transfer (advanced standing) should obtain an Application for Advance Credit from the program coordinator (or the course coordinator regarding a general education transfer request) or academic assistant. Students will be required to provide an unofficial transcript and course outline related to the course in question. Please refer to the Student Academic Calendar of Events for the deadline date by which application must be made for advance standing.

Credit for prior learning will also be given upon successful completion of a challenge exam or portfolio.

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

Disability Services:

If you are a student with a disability (e.g. physical limitations, visual impairments, hearing impairments, or learning disabilities), you are encouraged to discuss required accommodations with your professor and/or the Disability Services office. Visit Room E1101 or call Extension 2703 so that support services can be arranged for you.

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*. A professor/instructor may assign a sanction as defined below, or make recommendations to the Academic Chair for disposition of the matter. The professor/instructor may (i) issue a verbal reprimand, (ii) make an assignment of a lower grade with explanation, (iii) require additional academic assignments and issue a lower grade upon completion to the maximum grade “C”, (iv) make an automatic assignment of a failing grade, (v) recommend to the Chair dismissal from the course with the assignment of a failing grade. 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.

Student Portal:

The Sault College portal allows you to view all your student information in one place. **mysaultcollege** gives you personalized access to online resources seven days a week from your home or school computer. Single log-in access allows you to see your personal and financial information, timetable, grades, records of achievement, unofficial transcript, and outstanding obligations. Announcements, news, the academic calendar of events, class cancellations, your learning management system (LMS), and much more are also accessible through the student portal. Go to <https://my.saultcollege.ca>.

Electronic Devices in the Classroom:

Students who wish to use electronic devices in the classroom will seek permission of the faculty member before proceeding to record instruction. With the exception of issues related to accommodations of disability, the decision to approve or refuse the request is the responsibility of the faculty member. Recorded classroom instruction will be used only for personal use and will not be used for any other purpose. Recorded classroom instruction will be destroyed at the end of the course. To ensure this, the student is required to return all copies of recorded material to the faculty member by the last day of class in the semester. Where the use of an electronic device has been approved, the student agrees that materials recorded are for his/her use only, are not for distribution, and are the sole property of the College.

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. *<Optional: It is the departmental policy that once the classroom door has been enclosed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

Tuition Default:

Students who have defaulted on the payment of tuition (tuition has not been paid in full, payments were not deferred or payment plan not honoured) as of the first week of *<choose November, March, or June>* will be removed from placement and clinical activities. This may result in loss of mandatory hours or incomplete course work. Sault College will not be responsible for incomplete hours or outcomes that are not achieved or any other academic requirement not met as of the result of tuition default. Students are encouraged to communicate with Financial Services with regard to the status of their tuition prior to this deadline to ensure that their financial status does not interfere with academic progress.

<include any other special notes appropriate to your course>