SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: Prototyping I

CODE NO. : VGA202 **SEMESTER:** 2

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: Jan. 8/13 **PREVIOUS OUTLINE DATED:** 12W

APPROVED:

"Colin Kirkwood" Jan. 9/13

DEAN **DATE**

TOTAL CREDITS: 4

PREREQUISITE(S): College and program admission requirements

HOURS/WEEK: 3

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:

Grade	Definition	Grade Point Equivalent
A+	90 – 100%	4.00
A	80 – 89%	
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 form 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

VII. COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.