

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: July 2014 **PREVIOUS OUTLINE DATED:** August 2013

APPROVED: "Colin Kirkwood" Aug/14

DEAN

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 before full development. This course will focus on creating art for game prototypes using an industry standard prototyping process. Students will also gain familiarity designing game mechanics and game systems using paper-based, and other non-digital forms of media.

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 prototypes 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 an understanding of the roles game artists play 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 design, present and play paper-based video game prototypes.

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 completed paper-based video game prototypes.

4. Design, create, and revise visually appropriate game assets for paper-based game prototypes.

Potential Elements of the Performance:

Research and design game mechanics and art assets for paper-based game prototypes.

Implement and revise game mechanics and art assets based on peer feedback.

Produce a final playable, polished game prototype complete with unique game mechanics and custom made art.

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 prototypes.
11. Implement and revised game art and mechanics based on peer feedback.

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%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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: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.

VII. COURSE OUTLINE ADDENDUM:

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