

COURSE NAME: GDD305 Game Prototype II

Credit Value: 5
 Total Course Hours: 70
 Prerequisite Course(s): GDD205 - Game Prototype 1
 Corequisite Course(s): None

COURSE DESCRIPTION

In this lab-based class, students apply their knowledge to create small, quickly made game prototypes. This class will require students to apply learned skills such as 3d modeling, world building, and lighting and rendering of their worlds. Emphasis applied to independent learning via the web, building necessary skills to solve issues that they may come across over the course of the prototype. Completed game demos will be passed along to classmates at scheduled intervals, whereupon the games will be played, feedback and critique will be given, and post-mortems on the games will be written.

PLAR INFORMATION

This course is not eligible for Prior Learning Assessment and Recognition.

COURSE LEARNING OUTCOMES

Upon completion of this course, the student will have reliably demonstrated the ability to:

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| <p>1.0 Design a prototype of a 3d game that shows strong principles of 3d design.</p> <p>1.1 Design a simple game idea utilizing a provided theme, or a theme or idea designed independently.</p> <p>1.2 Design a cohesive visual aesthetic for both game art and user interface elements.</p> <p>1.3 Design and implement an appropriate audio soundscape / effects which work well with the game.</p> <p>1.4 Compose and incorporate strong 3d elements into game.</p> <p>1.5 Appraise works created in group post mortem discussion, both offering and receiving feedback for class submissions.</p> <p>2.0 Design a prototype of a 3d game that shows strong world building design.</p> <p>2.1 Design a simple game idea utilizing a provided theme, or a theme or idea designed independently.</p> <p>2.2 Design a cohesive visual aesthetic for both game art and user interface elements.</p> <p>2.3 Design and implement an appropriate audio soundscape / effects which work well with the game.</p> <p>2.4 Design a game world that shows strong</p> | <p>understanding of the world building tools, as well as strong level design principles.</p> <p>2.5 Appraise works created in group post mortem discussion, both offering and receiving feedback for class submissions.</p> <p>3.0 Design a prototype of a game that utilizes heavy lighting / rendering / colour theory as a core pillar of its design.</p> <p>3.1 Design a simple game idea utilizing a provided theme, or a theme or idea designed independently.</p> <p>3.2 Design a cohesive visual aesthetic for both game art and user interface elements.</p> <p>3.3 Design and implement an appropriate audio soundscape / effects which work well with the game.</p> <p>3.4 Apply an excellent use of color / lighting to lead players through game, as well as to aid in telling a story.</p> <p>3.5 Appraise works created in group post mortem discussion, both offering and receiving feedback for class submissions.</p> <p>4.0 Design a prototype of a game that revolves around a central, satisfying mechanic that tells a story.</p> <p>4.1 Design a simple game idea utilizing a</p> |
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- provided theme, or a theme or idea designed independently.
- 4.2 Design a cohesive visual aesthetic for both game art and user interface elements.
- 4.3 Design and implement an appropriate audio soundscape / effects which work well with the game.
- 4.4 Design and incorporate a game mechanic that permeates the overall design of the game.
- 4.5 Appraise works created in group post mortem discussion, both offering and receiving feedback for class submissions.
- 5.0 Restate the fundamentals of the overall program thus far.
- 5.1 Demonstrate knowledge of strong programming fundamentals throughout projects.
- 5.2 Demonstrate an ability to create and implement art into game prototypes.
- 5.3 Demonstrate an understanding of UI / UX design and implementation.
- 5.4 Demonstrate an understanding of audio implementation and mastering.
- 5.5 Demonstrate a strong ability to independently problem solve while working towards finished demos.

GENERAL EDUCATION

This is not a General Education course.

ESSENTIAL EMPLOYABILITY SKILLS OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved essential employability skills (EES) outcomes:

1. Communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfils the purpose and meets the needs of the audience.
2. Respond to written, spoken, or visual messages in a manner that ensures effective communication
3. Execute mathematical operations accurately
4. Apply a systematic approach to solve problems
5. Use a variety of thinking skills to anticipate and solve problems
6. Locate, select, organize, and document information using appropriate technology and information systems.
7. Analyse, evaluate, and apply relevant information from a variety of sources.
8. Show respect for the diverse opinions, values, belief systems, and contributions of others
10. Manage the use of time and other resources to complete projects.
11. Take responsibility for one's own actions, decisions, and consequences.

EXTERNAL COURSE ACCREDITATIONS AND CONDITIONS

COURSE EVALUATION

Assignments - 40%

Labs / Studies - 20%

In Class Discussion - 40%

PROGRAM SPECIFIC GRADING

As per College Grading System

GRADING SYSTEM

A+:	90-100%	B+:	77-79%	C+:	65-69%	D:	50-54%	S - Satisfactory
A:	85-89%	B:	73-76%	C:	60-64%	F:	0-49%	I - Incomplete
A-:	80-84%	B-:	70-72%	D+:	55-59%			F- Repeat Course, included in GPA
								FS- Failure Supplemental
								FR- Repeat course, excluded from GPA

*For a complete chart of grades and descriptions, please see the Grading Policy.

LEARNING RESOURCES

Other Resources:

N/A

Resources listed on the course outline support the achievement of learning outcomes, and may be used throughout the course to varying degrees depending on the instructor's teaching methodology and the nature of the resource.

LEARNING ACTIVITIES

In Class instruction/discussion

Instructor demonstration

Individual hands-on practice

In-class assignments

DELIVERY MODE

This course may be delivered, in whole or in part, in a number of modalities, including in class, online, hybrid, in a synchronous or asynchronous manner or a combination thereof, as per accreditation and/or regulatory standards where appropriate.

EXPERIENTIAL LEARNING & INTERPROFESSIONAL EDUCATION

All full-time programs of study at Canadore College strive to provide students with opportunities for experiential learning and interprofessional education. This course provides students with both experiential learning (EL) opportunities and interprofessional education (IPE) through:

Bootcamp/Hackathon (EL)

Core course content (IPE)

Case discussions (IPE)

Projects (IPE)

ACADEMIC POLICIES

Canadore College is committed to the highest standards of academic integrity, and expects students to adhere to these standards as part of the learning process in all environments. The College's Academic Integrity policy seeks to ensure that all students understand their rights and responsibilities in upholding academic integrity and that students receive an accurate and fair assessment of their work. Please review the Academic Integrity policy (A-18) and other academic policies found on our website:

<https://www.canadorecollege.ca/about/policies>.

COLLEGE POLICIES

- Protecting human rights in support of a respectful college community

For college policies please see: <http://www.canadorecollege.ca/about-us/college-policies>.

STUDENT SUCCESS SERVICES - Your Success Matters!

Student Success Services provides student-focused services to facilitate students' success in their studies. Staff provide support by reducing and/or removing educational-related barriers through individualized accommodations and supports to students with disabilities.

Please visit our webpage to learn more: <https://www.canadorecollege.ca/support/student-success-services> or look for our events on social media.

To connect with Student Success Services email studentsuccessnow@canadorecollege.ca or call 705.474.7600 ext 5205.

FIRST PEOPLES' CENTRE:

A culturally safe environment offering CONFIDENTIAL student focused services, drop in or make an appointment to access:

- One on one counselling
- Elder in residence program
- Peer tutoring
- Peer mentorship
- Lunch & learn workshops on study skills, self-care, life skills

- Learning Resource Centre

Drop by our offices at C254 College Drive, E101 Commerce Court or call 705 474 7600 Ext. 5961 College Drive / 5647 Commerce Court.

<https://www.canadorecollege.ca/experience/indigenous-student-experience>

WAIVER OF RESPONSIBILITY

Every attempt is made to ensure the accuracy of this information as of the date of publication. The college reserves the right to modify, change, add, or delete content.

HISTORICAL COURSE OUTLINES

Students use course outlines to support their learning. Students are responsible for retaining course outlines for future use in applications for transfer of credit to other educational institutions.