

COURSE NAME: GDD505 Game Development Project-Group

Credit Value: 6
Total Course Hours: 84
Prerequisite Course(s): GDD405 - Game Prototype 3
Corequisite Course(s): None

COURSE DESCRIPTION

This lab-based class will challenge students to take all the knowledge acquired from their classes and game prototypes and apply it to a larger game, as part of a team. Students will be responsible for working together to design, program, and create art for an original game. At the end of the course, games will be uploaded for all to play, 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:

- 1.0 Demonstrate ability to work efficiently as a team.
 - 1.1 Demonstrate ability to divide up tasks based on proficiency.
 - 1.2 Create and set up group communication system.
 - 1.3 Create a project repository.
 - 1.4 Demonstrate ability to create a basic game design document.
 - 1.5 Demonstrate ability to establish task board for larger features, rough timelines for them.
 - 1.6 Formulate an appropriate scope of work, crumple plan.
 - 1.7 Manage working through team disagreements, and determine a clear path forward.
- 2.0 Demonstrate ability to complete assigned tasks.
 - 2.1 Interpret how to deliver concept / design work.
 - 2.2 Demonstrate ability to check into remote repository with describing commit messages.
 - 2.3 Discuss how to merge created features back into the main branch and prepare them for implementation.
 - 2.4 Demonstrate ability to test, package, and document work, making it easy for teammates to work with.
- 2.5 Discuss how to pull work from colleagues into your branch, resolve versioning conflicts.
- 3.0 Demonstrate ability to independently learn.
 - 3.1 Demonstrate ability to use group messaging to work through challenges.
 - 3.2 Discuss the utilization of message boards to ask questions online.
 - 3.3 Collect and incorporate open source libraries and assets found online in your project to save time.
 - 3.4 Recognize when and how to use and modify existing assets to help save time.
- 4.0 Demonstrate ability to polish finished product.
 - 4.1 Demonstrate ability to use post processing camera effects.
 - 4.2 Demonstrate ability to add appropriate particle effects.
 - 4.3 Demonstrate ability to appropriately master audio.
 - 4.4 Demonstrate ability to add appropriate game soundtrack.
- 5.0 Demonstrate ability to participate in playtesting and project post mortems.
 - 5.1 Demonstrate ability to write up post mortem documents detailing project successes

and failures.

5.2 Demonstrate ability to share post mortem documents with team, collate feedback.

5.3 Demonstrate ability to present finished products for review from peers.

5.4 Demonstrate ability to present feedback for finished works of peers.

5.5 Demonstrate ability to incorporate feedback into future updates, next project.

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
9. Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
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.