

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE NUMBER: GMD100

COURSE TITLE: Game Design and Development

REQUIRED MATERIALS FOR THIS COURSE:

Students enrolled in GMD100 are required to purchase supplemental materials. Details will be posted on your GMD100 course Canvas page. Students are required to supply their own external storage (i.e.: SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I. MAJOR INSTRUCTIONAL OBJECTIVES:

OBJECTIVE A: Develop an understanding of basic principles of game design.

- A-1 Create accurate design documents
- A-2 Create documents and diagrams for game structure

OBJECTIVE B: Develop a library of assets for use in project.

- B-1 Develop character and player sets
- B-2 Develop levels and environments
- B-3 Develop supporting assets for menus, accoutrements, etc.

OBJECTIVE C: The student will comprehend the basics of game design and apply to their final projects.

- C-1 Create a game project with at least one level
- C-2 Create a game project with menu and intro scene
- C-3 Test and document user experience

OBJECTIVE D: The student will produce a fully functional demo game

- D-1. Identify and construct the game play of the demo
- D-2. Develop a marketable presentation
- D-3. Demonstrate the game in class

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.