2. General Information

Date
01/23/2017

Department
Computing Sciences

Course Prefix:
CSC

Course Number:
255

Course Title:
Game Programming Team Capstone Project

3. Course Information

Credit Hours
3

Lecture Contact Hours
3

Laboratory Contact Hours

Other Contact Hours

Catalog Description
This course is offered in a student-centered and student-directed manner where students demonstrate that they have achieved the goals for learning established by FLCC and the Computing Sciences Department. Students will develop a digital game which requires the command, analysis and synthesis of game programming knowledge and skills as well as game design, scheduling and production techniques. As part of a team, students will create the software from concept to publication, present the game in a public exposition, and finalize their portfolio.

New Analysis Question

Prerequisites
CSC 246 – Algorithms and Techniques

Co-requisites

Grading Scheme
Letter Grade
This course can be taken more than once for credit

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

First Year Experience

Capstone

Yes

4. FLCC Values

College Learning Outcomes Addressed by the Course

Interconnectedness
Vitality
Perseverance

5. Course Learning Outcomes

Course Learning Outcomes

1: Collaboratively produce a complete polished game from concept to publication.
2: Maintain and develop efficient production techniques and documentation.
3: Finalize and present a professional portfolio.

6. Program Affiliation

This course is required as a core program course in the following program(s)

AS Game Programming and Design

8. Outline of Topics Covered

Outline of Topics Covered in Course

New Analysis Question

Outline of Topics Covered

1) Team Building
   a) Identifying roles
   b) Tools available
   c) Communication
   d) Resolving issues and conflicts

2) Project Development and Management
   a) Scheduling (long term and short term)
   b) Key benchmarks
   c) Evaluating progress
   d) Resources available
e) Balancing quality with resources, time, and features

3) Portfolio Publication
   a) Examining sample portfolios
   b) Compiling sample work
   c) Publishing

4) Intellectual Property and Copyright
   a) Definitions
   b) Current issues within industry and education
   c) Additional examples

5) Game Publishing
   a) Identifying requirements
   b) Platform options

6) Game Exposition
   a) Preparing
   b) Presentation
   c) Reflecting and evaluating