

Game Design

CS-UY 4553 / CS-GY 6553



Hello!

My name is Carmine T. Guida and welcome to Game Design! Games have existed for thousands of years and the advent of video games provides a new medium for expressing your creativity.

What you build in this class will be unique to you!

Email me cguida@nyu.edu with any questions or concerns. Always use your @nyu.edu email address.

What is the catalog description for this course?

This course is about experimental game design. Design in this context pertains to every aspect of the game, and these can be broadly characterized as the game system, control, visuals, audio, and resulting theme. We will explore these aspects through the creation of a few very focused game prototypes using a variety of contemporary game engines and frameworks, high-level programming languages, and physical materials. This will allow us to obtain a better understanding of what makes games appealing, and how game mechanics, systems, and a variety of player experiences can be designed and iteratively improved by means of rapid prototyping and play-testing. The course combines the technology, design, and philosophy in support of game creation, as well as the real-world implementation and design challenges faced by practicing game designers. Students will learn design guidelines and principles by which games can be conceived, prototyped, and fully developed within a one-semester course, and will create a game from start to finish. The course is a lot of (team)work, but it's also a lot of fun. Programming skills are helpful, but not a hard requirement. Artistic skills, or a willingness to learn them are a plus.

Is there a textbook for this course?

There is no textbook for this course. All instruction is through the lectures.

What kind of computer and software do I need?

You need to use either a Mac or Windows computer. You do not need a powerful machine as we are not writing anything super complicated. You can use any game making tool that you are comfortable with, however **Unity** is highly recommended.

You can use the free personal edition: <https://store.unity.com/#plans-individual>

What is the schedule of topics each week?

This list might change a bit throughout the semester. The schedule for each week is as follows:

Introduction, Syllabus, Overview of Course	Game Feel and Polish
Systems	Narrative Mechanics
Characteristics of Games Part 1	Procedural Generation
Characteristics of Games Part 2	Playtesting
Difficulty	From Prototype to Published
Level Design	

How does the grading work in this class?

Your grade is based on the following:

Participation	10%
Individual Prototypes	45%
Team Presentations and Final Project:	45%

For the first part of the semester, all work is to be done on your own.

The Team project is in a group of 2 or 3 (no groups larger than 3).

There is no Extra Credit in this course and the grades are **not curved**.

Participation?

There are in-class exercises and group activities.

What are the due dates and how are the projects submitted?

Look at NYU Classes to see the due dates. It is your responsibility to be aware of the due dates for the projects.

You will post links to your games in a shared document.

Due by 12:00pm means the link for your project was posted at that time and you are ready to present it in class. Be aware, there is typically a project/presentation **due every week**.

Late projects are not accepted in this course and you will receive a grade of 0. If you have any extenuating circumstances you must **contact me before the due date**.

While I check email regularly, **do not expect a response over the weekend or close to deadlines**.

Where can I find the syllabus and lecture slides for this course?

All of the above are available in the following GitHub repository.

<https://github.com/carminguida/CS553>

Plagiarism is strictly forbidden!

The Final Project is the only team project, otherwise all work in this class is to be your own! If you use code that is not your own, use someone else's project as a reference, use any code you found online or in any kind of tutorial, you will get a 0.

Moses Center Statement of Disability

If you are a student with a disability who is requesting accommodations, please contact New York University's Moses Center for Students with Disabilities (CSD) at 212-998-4980 or mosescsd@nyu.edu. You must be registered with CSD to receive accommodations. Information about the Moses Center can be found at www.nyu.edu/csd. The Moses Center is located at 726 Broadway on the 3rd floor.

NYU School of Engineering Policies and Procedures on Academic Misconduct – complete Student Code of Conduct [here](#)

A. Introduction: The School of Engineering encourages academic excellence in an environment that promotes honesty, integrity, and fairness, and students at the School of Engineering are expected to exhibit those qualities in their academic work. It is through the process of submitting their own work and receiving honest feedback on that work that students may progress academically. Any act of academic dishonesty is seen as an attack upon the School and will not be tolerated. Furthermore, those who breach the School's rules on academic integrity will be sanctioned under this Policy. Students are responsible for familiarizing themselves with the School's Policy on Academic Misconduct.

B. Definition: Academic dishonesty may include misrepresentation, deception, dishonesty, or any act of falsification committed by a student to influence a grade or other academic evaluation. Academic dishonesty also includes intentionally damaging the academic work of others or assisting other students in acts of dishonesty. Common examples of academically dishonest behavior include, but are not limited to, the following:

1. Cheating: intentionally using or attempting to use unauthorized notes, books, electronic media, or electronic communications in an exam; talking with fellow students or looking at another person's work during an exam; submitting work prepared in advance for an in-class examination; having someone take an exam for you or taking an exam for someone else; violating other rules governing the administration of examinations.
2. Fabrication: including but not limited to, falsifying experimental data and/or citations.
3. Plagiarism: intentionally or knowingly representing the words or ideas of another as one's own in any academic exercise; failure to attribute direct quotations, paraphrases, or borrowed facts or information.
4. Unauthorized collaboration: working together on work meant to be done individually.
5. Duplicating work: presenting for grading the same work for more than one project or in more than one class, unless express and prior permission has been received from the course instructor(s) or research adviser involved.
6. Forgery: altering any academic document, including, but not limited to, academic records, admissions materials, or medical excuses.

NYU School of Engineering Policies and Procedures on Excused Absences – complete policy [here](#)

- A. Introduction: An absence can be excused if you have missed no more than **10 days of school**. If an illness or special circumstance has caused you to miss more than two weeks of school, please refer to the section labeled Medical Leave of Absence.
- B. Students may request special accommodations for an absence to be excused in the following cases:
1. Medical reasons
 2. Death in immediate family
 3. Personal qualified emergencies (documentation must be provided)
 4. Religious Expression or Practice

Deanna Rayment, deanna.rayment@nyu.edu, is the *Coordinator of Student Advocacy, Compliance and Student Affairs* and handles excused absences. She is located in 5 MTC, LC240C and can assist you should it become necessary.

NYU School of Engineering Academic Calendar – complete list [here](#).

The last day of the final exam period is **_May 19th 2020_**. Final exam dates for undergraduate courses will not be determined until later in the semester. Final exams for graduate courses will be held on the last day of class during the week of **_May 11th 2020_**. If you have two final exams at the same time, report the conflict to your professors as soon as possible. Do not make any travel plans until the exam schedule is finalized.

Also, please pay attention to notable dates such as Add/Drop, Withdrawal, etc. For confirmation of dates or further information, please contact Susana: sgarcia@nyu.edu

