

Interactive Game Design

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10 Wk Syllabus / Spring 2007

Course Requirements

Students must be able to store their files from week to week. This is most easily done with a USB “thumb” drive. Students should have at least 512MB capacity or greater. Another alternative is a 10 pack of blank CD-R’s (one CD-R per week). These things can be found at Staples, Best Buy, or online at amazon.com, newegg.com, etc.

Recommended Book: **Macromedia Director MX 2004 for Windows & Macintosh (Visual QuickStart Guide)** by Mark Schaeffer, Andre Persidsky.

The book is not a requirement, but it is great reinforcement from week to week, and can be found used for \$5.00 on amazon.com.

Class 1 – Introduction to course

A round table discussion covering the course concepts, requirements, and the next 9 weeks

Class 2 – Roll the dice

Create a dice game using random number generators

Class 3 – Key Smashers

Build a “programming tool” to help us map keys to code (Key Code Generator)

Build an “endurance” game focused around keypresses, timing, random numbers.

Class 4 – Escape the Labyrinth

Learn how to create “walls” to build a labyrinth game

Learn how to create a timer.

Class 5 – Escape the Labyrinth

Skinning a game (graphics workshop)

Add Music

Add A Menu Screen

Class 6 – Discovering the calculus

Start a Falling objects type game. Catch apples with your forehead (like Isaac Newton) as they fall off the tree.

Learn how to use mouse tracking.

Class 7 – Refining the calculus,... part 2

Skinning the falling game (graphics workshop)

Add Music and Menu

Add Scoring System

Class 8 – Global Warming (OMG)

Revise the Falling Objects game context. Dodge the acid rain, block the rain with your umbrella. But be careful it will eventually melt that too!

Exploration in game play and rules – how this game is “different but the same” as the first falling objects game.

Class 9 – Workshop Portfolio

Students collect all their work and create a cohesive interface for showcasing it.

This includes a menu system for navigating and playing the game mock-ups from the last 8 weeks of class.

Class 10 - Presentation

Finalize portfolios. Burn CDs. Package and Present Work.