

**GDD 4200 – Flash Game Development - 3 Credit Hours**  
**Syllabus and Course Policies**  
**Fall 2010**

**COURSE MATERIALS**

**Textbooks:** *ActionScript 3.0 Game Programming University*, Gary Rosenzweig, Que, 2007. ISBN-10: 0789737027, ISBN-13: 978-0789737021.

**Class Handouts**

**Useful URLs:**

[http://help.adobe.com/en\\_US/AS3LCR/Flash\\_10.0/index.html](http://help.adobe.com/en_US/AS3LCR/Flash_10.0/index.html)

<http://livedocs.adobe.com/flex/3/langref/>

**blackboard**

**COURSE OBJECTIVE AND DESCRIPTION**

The objective for this course is to learn how to develop games using Flash and ActionScript 3.0. You'll learn the course topics by developing lots of small games using this technology.

**COURSE SCHEDULE**

Lesson	Date	Reading	Topics	Assignment
1	8/23	None	Course Intro	
2	8/25	1-40	Flash and ActionScript 3.0	
3	8/30	41-81	ActionScript Game Elements	
4	9/1	41-81	ActionScript Game Elements	
X	9/6	None	<b>No Class (Labor Day)</b>	
5	9/8	None	Game Demos	Game Assignment 1
6	9/13	83-120	Basic Game Framework	
7	9/15	83-120	Basic Game Framework	
8	9/20	121-153	Brain Games	
9	9/22	121-153	Brain Games	
10	9/27	None	Game Demos	Game Assignment 2
11	9/29	155-193	Game Animation	
12	10/4	155-193	Game Animation	
13	10/6	195-225	Picture Puzzles	
14	10/11	195-225	Picture Puzzles	
15	10/13	None	Game Demos	Game Assignment 3
16	10/18	226-265	Direction and Movement	
17	10/20	226-265	Direction and Movement	
18	10/25	267-296	Casual Games	
19	10/27	267-296	Casual Games	
20	11/1	None	Game Demos	Game Assignment 4
21	11/3	297-326	Word Games	
22	11/8	297-326	Word Games	
23	11/10	327-360	Trivia and Quiz Games	
24	11/15	327-360	Trivia and Quiz Games	
25	11/17	None	Game Demos	Game Assignment 5
26	11/22	361-391	Action Games	
X	11/24	None	<b>No Class (Thanksgiving)</b>	
27	11/29	361-391	Action Games	
28	12/1	393-428	Game Worlds	
29	12/6	393-428	Game Worlds	

30	12/8	None	Game Demos, Course Wrap-up	Game Assignment 6
X	12/15	None	<b>Final Exam, 8:00-10:30</b>	

### GRADING POLICY

- You'll complete 6 game assignments.
- You'll take a final exam.
- Final grades are computed using the following weights:

Game Assignments	72%
Final Exam	28%

- All grades are based on a scale from 0-100 as follows:

90-100	=	A
80-89	=	B
70-79	=	C
60-69	=	D
< 60	=	F

### CHEATING ON EXAMS OR GAME ASSIGNMENTS

Absolutely no cheating on the exams or the game assignments will be tolerated. Students are encouraged to discuss concepts for the games (individually and in class); however, each individual or team is expected to develop their own solution.

It's hard for some people to figure out where the line is for "discussing concepts" vs. "developing your own solution." Here's an easy test: if you're ever working on a game at a computer together or looking at someone else's actual game to learn how to do something, you're cheating. You can certainly help students who are having trouble with a part of their game by looking at their game and helping them debug it, but you shouldn't be trying to learn how to do something by looking at someone else's game. Similarly, you can be the recipient of someone else's help by having them look at and help you debug your game, but you can't have them fix your game for you nor can you look at pieces of their game to help you figure it out. Of course, working with others on your team is always allowed.

Cheating on an exam or assignment automatically results in a 0 for the entire exam or assignment. For further details on academic honesty the student is referred to the University Catalog.

### CLASS ATTENDANCE

Class attendance is not considered as part of a student's course grade. However, each student is 100% responsible for all material and announcements covered in class.

### LATE DROP

Dropping of a class after the deadline listed in the class schedule is governed by departmental and college policy. The student must show documented evidence supporting reasons for a request to drop a class after the deadline. Each request is considered on an individual basis for determining acceptance.

**OFFICE HOURS**

I'll be available during my official office hours (posted on my web page) and by appointment. If you drop by my office outside my official office hours without an appointment, I may have time to see you, but I'll also feel free to have you schedule an appointment for a later time instead. I don't answer questions by email – that's what office hours are for!