

ETGG3802.01 Real-time Programming II Spring 2017

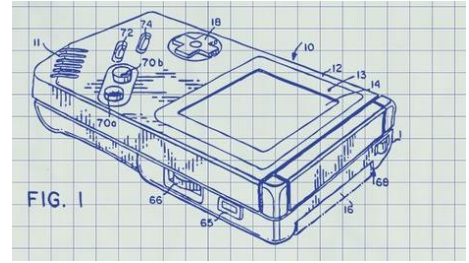
TR 12:00 – 2:05pm in ATC204

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ATC325 M-R 8:15-9am and R 3 – 4pm, or by appointment



Catalog Description

This class is a continuation of ETGG 3801. ETGG 3802 classroom and lab activities focus upon the creation of a custom programmed 3D engine that encompasses advanced 3D engine features such as physics modeling, special effects, sound effects, and advanced I/O and interface routines.

Textbooks (all optional)

- A good C++ reference
- Unreal and Unity tutorials

Student Learning Outcomes. By the end of this course, students will be able to...

- *Contribute* to a large group software project.
- Critically *analyze* the strengths of custom and commercial game engines.
- *Become* intermediate-level C++ programmers.
- *Become* basic to intermediate-level Unity and Unreal developers.
- *Appreciate* the role of versioning and team-integration tools in software engineering.
- *Effectively critique* fellow group-member’s contributions to a software project.

Grading Policy

In this course, your entire grade will be based on lab assignments. Most of these lab assignments will 1 to 2 weeks in length. You will be graded as follows:

- 33%: How well did the group do in meeting their interval goals (which you’ll design with Jason)?
- 34%: How well did you do individually in contributing to the project?
- 33%: Peer-evaluation

Individual Labs / Paired Programming

In the beginning of the semester, there may be one (up to several) individual-style labs (like ETGG3801). It is expected that you work individually on these or using paired programming. Paired programming will be allowed with one (and only) one other person. The instructor has the right to terminate this on an individual basis or a class-wide basis if it becomes apparent that it’s not effective.

Quizzes

Pop-quizzes could be given at any time, without prior notice. These will generally be counted as a low-point lab and are meant to encourage participation.

Attendance

Attendance will be taken. It doesn’t directly affect your grade, but the instructor will consider attendance when assigning grades for intervals (as will most people in the peer evaluation)

Grading Scale

0-60	60-64	64-67	67-70	70-74	74-77	77-80	80-84	84-87	87-90	90-94	94+
F	D-	D	D+	C-	C	C+	B-	B	B+	A-	A

Semester Schedule

- [M] January 9, 2017: Classes begin
- [M] January 13, 2017: Last day to add a class
- [M] January 16, 2017: **Martin Luther King Jr Day** (NO CLASS)
- [F-Su] January 20 – 22, 2017: **Global Game Jam** (Bonus points!)
- [Su] January 29, 2017: Last day to drop for 90% refund
- [M – F+] February 13 – 24: Student Progress Reporting
- [Sa] February 25, 2017: Student Progress Report available on MySSU
- [M – F] February 27, 2017 – March 3, 2017: **GDC** (Bonus points)
- [M – Su] March 6 – 12, 2017: **Spring Break** (NO CLASS)
- [W] March 22, 2017: **Last day to drop** an individual class on MySSU
- [M – W] April 3 – 6, 2017: Priority **Registration** for Summer / Fall Semester
- [T – R] April 18 – 20, 2017: **East Coast Gaming Conference (ECGC)** (Bonus points!)
- [F] April 28, 2017: Last day of classes
- [Sa – F] April 29, 2017 – May 5, 2017: Final Exams
 - **ETGG3802 “exam” is [T] May 2, 2017 12:00 – 1:50pm**
- [Sa] May 6, 2016: Spring Commencement
- [T] May 9, 2017: Grades due by noon
- [W] May 10, 2017: Grades available on MySSU

SSUGE additions (tentative)

- Script integration
- GUI editor (Ogitor?)
- 2D / 3D sound support (irrklang)
- Physics (Bullet)
- Networking support
- In-game GUI support
- More Input devices (gamepad, mouse)
- ...

ADA Statement

Any student who believes s/he may need an accommodation based on the impact of a documented disability should first contact a Coordinator in the Office of Disability Services, Student Success Center, Massie Hall, 740-351-3276 to schedule a meeting to identify potential reasonable accommodation(s) . Students are strongly encouraged to initiate the accommodation process in the early part of the semester or as soon as the need is recognized. After meeting with the Coordinator, students are then required to meet with their instructors to discuss the student’s specific needs related to their disability. If a student does not make a timely request for disability accommodations and/or fails to meet with the Coordinator of Disability Services and the instructor, a reasonable accommodation might not be able to be provided.

Resources if you need help

- The class SI (if there is one available)
- Individual tutors (available through the Success Center)
- Lindsay Monihen (MAS 132), CPS Advisor: academic crises, financial aid questions, transferring, etc.
- Accessibility Services (Success Center): disability issues / accommodations.
- Dean of Students Office (UC 222): resolution of academic and non-academic resources.
- Student Ombudsperson, Linda Hunt (ADM 140): help with appeals, complaints