GAME 120 – Game Testing

UNM Valencia, Game Design and Simulation
Fall 2015
Monday | Wednesday, 3:00 pm – 4:15pm
Instructor: Ryan M. Baltunis
RMBTUNIS@GMAIL.COM

Campus Office Hours:  Monday 4:15pm-4:45pm
Also by appointment
LRC 118

Office: Learning Resource Center Room 118

Course Description

This course focuses on testing and debugging gaming and simulation applications in the alpha and beta stages of production. Included in the curriculum will be critiques of the product and written documentation of the testing and debugging processes. Lectures, demonstrations, discussions, and other content will introduce various issues of game testing. Assigned projects, readings, presentations, exams and group critiques will assist in a critical understanding better preparing the student for further study in game development.

Objectives

- Demonstrate a working knowledge of testing including the alpha and beta stages of production.
- Describe the methodology and procedures for collecting, reporting, tracking, and closing game bugs.
- Identify the stages of product completion.
- Identify the different testing types – usability, white box, black box, compatibility, minimum specifications, etc.
- Explain the console approval process.
- Demonstrate writing precise bug database records.

Optional Text

Game Development Essentials: Game Q&A and Testing
Jeannie Novak and Luis Levy

Student Responsibilities/Attendance/Participation

Student Responsibilities:
- Students must have basic computer and file management skills for all DMA courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 2 GB) to every class. Make sure it is clearly labeled with your name on it.
- Have a UNM email to access WebCT:
  - Students will access supplemental information, class agenda/syllabus, and their grades through Blackboard Learn at Learn.unm.edu Just enter your NetID and your password. You must set-up a UNM email account (https://netid.unm.edu) if you do not already have one.
- Have access to the required text(s) and other subscriptions as required
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.

- **COMPUTERS WILL BE OFF DURING ALL CRITIQUES!!**

**Attendance/Participation:**
- Students are required to complete all projects on time, participate in scheduled critiques/class discussions/presentations, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for three consecutive class periods and have made no attempt to call/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.

## Grading Policy

**Grading:**
- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work, participation in presentations, critiques and class discussions, and the general willingness to try. Make each project meaningful to yourself!
- Each assignment will culminate in a presentation, which will consist of discussing your work and/or projecting your completed work in class for all to see. All due dates will be announced in the YELLOW BOX on WebCT, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will need to make arrangements with me if you are planning to make-up the work, and a fair grade will be issued once the work has been submitted, presented, and critiqued, minus an automatic one letter grade deduction.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, and incomplete may be issued.

## Grading Breakdown

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How to Contact the Instructor

Instructor: Ryan M. Baltunis
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Also by appointment
LRC 118

Office phone: 505-935-8553

Support Information, Resources, & Tutorials

Access to the book:

- **University of New Mexico Valencia Bookstore:**
  - [http://www.unm.edu/~unmv/Bookstore/Bookstore.htm](http://www.unm.edu/~unmv/Bookstore/Bookstore.htm)

- **Library System:**
  - University of New Mexico Valencia Campus Library:
    - [http://www.unm.edu/~unmvclib/](http://www.unm.edu/~unmvclib/)
    - There will be one copy on reserve. You will need to check it out at the front desk. It will only be available for 2-hour checkout, and cannot ever leave the library.

- **Purchase Online:**
  - If you plan on purchasing this book online, you need to do so immediately. We will start using it right away! A couple of sources for purchase online are:
    - Amazon.com: [www.amazon.com](http://www.amazon.com) - some new, some used
    - Half.com: [www.half.ebay.com](http://www.half.ebay.com) - discounted prices for used books!

Open Studio Time – Digital Media Arts Open Lab & Darkroom:

- Located in Room 123A in the Business & Technology Building (directly in front of the current B&T open computer lab Room 123). You will need to enter the lab through the current B&T computer lab and sign-in to use the computers.
- Monday through Thursday 8:00am to 8:00pm
- Friday 8:00 am to 2:00 pm

Computer Lab Responsibility:
Please be advised that use of computer labs on UNM properties is governed by “Policy 2500: Acceptable Computer Use” which can be found at http://policy.unm.edu/university-policies/2000/2500.html. Food and drink are also prohibited in any computer lab on campus. Anyone violating these policies is subject to possible suspension and loss of computer lab privileges.

UNM Email/Black Board Learn Access

Beginning Fall 2015 semester, all UNM-Valencia students will need a UNM Net ID which can be created by going to: http://it.unm.edu/accounts/. UNM Net ID will give you access to the computer labs on campus, blackboard learn and UNM Email.

DMA / UNM Valencia Tutoring Services:
- We are proud to have our very own DMA tutor available for Digital Media Arts specific courses! You can walk-in or if you prefer to make an appointment during these times, please call the Learning Center at 925-8907.
- Custom tutoring services are available through The Learning Center http://www.unm.edu/~tutor/. Even online tutoring is available!

Other tutorials:
- I will post a number of links to video tutorials in WebCT for this course.

Instructor Support:
- Please see “How to Contact the Instructor” for methods of contacting the instructor for help.

Community Support:
- We will have a HELP FORUM discussion board in the WebCT course. Use this as a place to post questions to the community. It is important for peer learning and peer communication to enhance our community.