

GAME 102 – Game Engines

UNM Valencia, Game Design and Simulation

updated 8-16-19

Fall 2019

Online

Instructor: Michael Brown

mbrowgame@unm.edu or mibrown@nmsu.edu

Online Office Hours: Monday & Wednesday 9:00-10:00
Also by appointment

Course Description

Focus on learning Unreal Engine 4. One of the most powerful and prolific engines in the industry. The class will cover all aspects of using the engine, including building, programming, scripting and compiling.

Objectives

Students will be able to:

- Prototype basic game concepts in industry standard engines
- Maintain a structured workflow for projects
- Communicate clearly within a team environment
- Use industry standard tools to fulfill the basic roles in game development

Optional Text

No text required

Student Responsibilities/Attendance/Participation

Student Responsibilities:

- Students must have basic computer and file management skills for all GAME 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 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.

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 two 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!
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, an incomplete may be issued.

How to Contact the Instructor

mbrowgame@unm.edu or mibrown@nmsu.edu

Online Office Hours: Monday & Wednesday 9:00-10:00
Also by appointment

Please feel free to email me with any questions or concerns you have. My cell phone number is 575-621-8140 you can text me if you need immediate assistance.

Support Information, Resources, & Tutorials

Access to the book:

- University of New Mexico Valencia Bookstore:
 - o <http://www.unm.edu/~unmvc/Bookstore/Bookstore.htm>
- Library System:
 - o University of New Mexico Valencia Campus Library:
 - <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:
 - o 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 - some new, some used
 - Half.com: www.half.ebay.com - discounted prices for used books!

Support for Blackboard Learn:

- o - https://learn.unm.edu/webapps/portal/frameset.jsp?tab_tab_group_id= 21 1

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 925-8917.
- 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 Blackboard Learn for this course.

Instructor Support:

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

TENTATIVE SCHEDULE AND IMPORTANT DATES TO REMEMBER

Week	Subjects
1	- Intro to the course and Unreal
2	- Creating a room in Unreal
3	- Blueprints what the heck are they?
4	- Project 1 – editing a weapon in Unreal
5	- Foliage and Terrain
6	- Matinee Intro Camera
7	- Project 2 creating a environment fly-through
8	- Finish Project 2
9	- Materials in Unreal Engine
	- Spring Break

10	- Project 3 Creating custom materials
11	- Intro to Unity
12	- Programming a rolling game
13	- Work on rolling game
14	- Work on Rolling game
15	- Work on rolling game
16	FINAL: Present and play games Monday, May 10th at Noon (regular class time)