the gamedesigninitiative at cornell university

Course Overview

CS/INFO 3152: Game Design

- Single semester long game project
  - Interdisciplinary teams of 8 people
  - Design is entirely up to you
- First 3-4 weeks are spent preparing
  - **Labs** to develop basic game concepts
  - **Design** activities to solidify your ideas
  - **Group** activities to help you collaborate
- Remainder of class spent on project

CS/INFO 3152: Game Design

- We provide a basic **milestone** schedule
  - Deliverables every two weeks (after week 4)
  - Details on course website:

    http://www.cs.cornell.edu/courses/cs3152
- Games demonstrated at **Showcase**
  - Once again, will open it up to the public
  - Public reaction is part of your grade
  - Submissions posted on the GDIAC website

Course Structure

- **Lectures**: Mondays, Wednesdays, Fridays
  - Of general design and development interest
  - Will include group activities to use CIS 142
  - Lecture notes posted on website (but incomplete!)
- **ENGRC Labs**: Tuesdays (usually)
  - Create documents and presentations
  - Satisfies the technical writing requirement
  - See schedule for exact dates

Course Structure

- **Game Labs**: First four Thursdays
  - Special labs for programming or design
  - Complete according to your project role
  - Only INFO has a choice; CS is programming only
- **Playtesting**: Thursdays for major milestones
  - Submit a **playable** prototype every two weeks
  - Others will playtest your prototype in class
  - We will critique each other's games

This course can be a lot of work!

- Expect at least **10 hours/week** outside of class
  - Once the project "starts" in four weeks
  - Typically bare minimum to finish game
  - But if you do this, guaranteed at least a B

Includes

- Time working on game
- Time writing documents
- Time meeting with group

Does Not Include

- 5 days/week in class

Project Groups

- This is a **group-oriented** course
  - **8 person** teams of diverse talents
  - At least two programmers with 3110
  - At least two character designers/artists
  - One user interface specialist
- Groups have been assigned by the staff
  - We had to balance by talents, not by friends
  - Groups **must** be in the same section

Game Requirements

- Must be unique with innovative **gameplay**
  - Avoid standard point & click adventures
  - But can take elements from other games
    - **Example**: platformer + something new
- Must be feasible in a semester
  - Avoid full-blown RPGs or collectable card games
  - But can have basic elements of these games
- Must have a single player mode

Game Requirements

- Must develop in the game in **LibGDX**
  - Java-based cross platform engine
  - Unity is nice but it does "too much" for this class
  - Can use any IDE, but only IntelliJ is supported
- Must develop a game for a **desktop PC/Mac**
  - Designing gameplay for mobile input is hard!
  - Subject of the advanced class, 4152
- See website for help and resources

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Last year for LibGDX!
Next year moving to Godot.

Intellectual Property

- Your **group** retains all ownership
  - You can commercialize it later
  - You can make derivative works
  - Individual ownership is your responsibility
- But Cornell gets a non-exclusive license
  - Non-commercial use of final version submitted
  - We can post this version on our website
  - We claim no other rights to your game

Grading Policy

- Mixture of **group** and **individual** grades
- Group grades are same for all group members
  - Group game grade (25%)
  - Document grades (20%)
  - Class presentations (5%)
- Individual grades distinguish group members
  - Individual game grade (20%)
  - Game Labs (20%)
  - Attendance (at demos) (10%)

Game Grade

- Group grade reflects the game quality

Grade	Criteria
A	Bug-free, Fun-to-play
B	Complete and playable
C	Complete but unplayable
D/F	Serious delinquencies

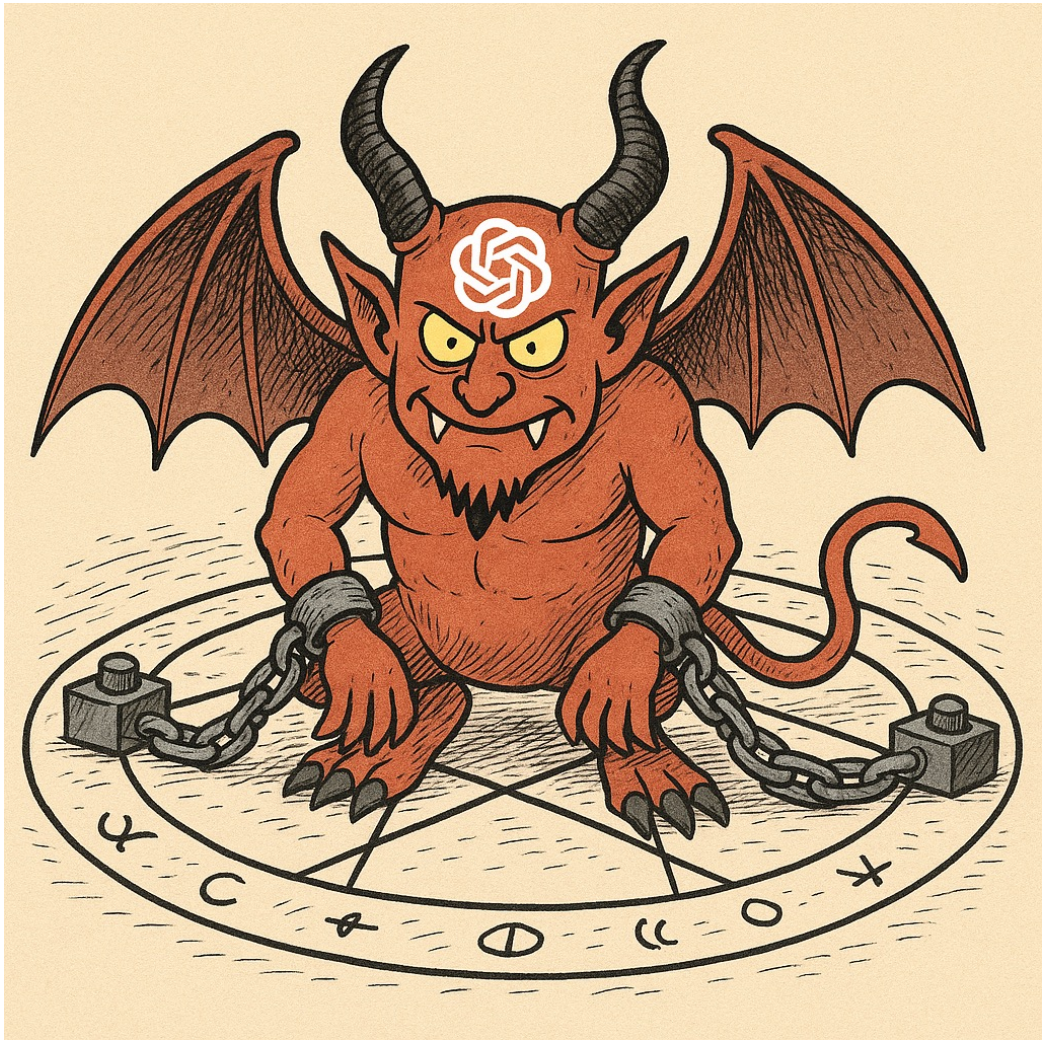
- Individual grade represents contribution

Grade	Criteria
> Group	Visionary, group MVP
= Group	Good attitude, hard worker
< Group	Produce negative work
D/F	Abandon the group

Policy on Generative AI

- We **DO** allow generative AI in the course
  - We conform to **Steam's policy** on such context
  - All visible AI content (not code) must be disclosed
  - All data sets must be clean (properly licensed)
- However, you might not find it helpful
  - AI often a source of negative work in teams
  - Best for prototyping, not development (later)
- Come up with a **policy for your team**

Gen AI: A Self Portrait



ENGRC Grading

- You **must** enroll in ENGRC 3152 as well
  - No extra work; just what you do in discussion
  - Requirement by school of engineering
- All CS/INFO grades except the game and labs
  - Workflow & Group Reports (15%)
  - Course Documents (75%)
  - Attendance & Presentations (10%)
- Typically higher than course grade

Documentation

- Major part of the development process
  - Why course counts for technical writing
  - Ensures group is always on "same page"
- At every point of development
  - **Pre-production**: concept document, gameplay
  - **Sprints**: reports, architectural specification
  - **Release**: game manual, post-mortem
- Challenge is understanding your *audience*

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Traci will talk about these

Semester Schedule

Week 1	Team Workflow	1/24
Week 2	Initial Proposal	1/31
Week 3	Concept Document	2/7
Week 4	Concept Revision (**Project Kickoff**)	2/14
February Break		
Week 5	**Nondigital Prototype** Milestone Proposals	2/18 2/21
Week 6	Gameplay Specification	2/28
Week 7	**Gameplay Prototype**	3/3
Week 8	Detailed Specifications	3/14
Week 9	**Technical Prototype**	3/16

Pre-Production

Development

Semester Schedule

Week 10	Document Revisions	3/28
Spring Break		
Week 11	**Alpha Release (Code Complete)**	4/6
Week 12	Game Manual (Draft based on Alpha)	4/18
Week 13	**Beta Release (Feature Complete)**	4/20
Week 14	Final Portfolio	5/2
Week 15	**Golden Master (Installable)**	5/5
Week 16	GDIAC Showcase	5/16

Development

Release