

Course Syllabus

NOTE: This syllabus is subject to change during the semester. Please check this syllabus on a regular basis for any updates

Department : Computer Sciences
Course Title : PROJECT DEVELOPMENT
I
Section Name : GAME_2332
Start Date : 08/22/2011
End Date : 12/03/2011
Modality : FACE-TO-FACE
Credits : 3

Instructor Information

Name : Josette Zeigler
OC Email : jzeigler@odessa.edu
OC Phone # : 432-352-3399

Course Description

GAME 2332: Project Development I

Skill development in an original modification based on a current game engine. Includes management of version control; development of project timelines; integration of sound, models, and animation; production of demos; and creation of original levels, characters, and content for a real-time multiplayer game. Lab fee required.

Prerequisites/Corequisites

Prerequisite: GAME 1306

[Scans](#)

SCANS 1, 2, 4, 5, 6, 8, 9

Course Objectives

Describe the history and evolution of video and computer games and game genres; identify the phases and processes involved in developing a computer game; design a simple computer game from initial concept to final design document; and describe current trends in the game industry with regards to hiring practices, working conditions, etc.

After completing this course, the student should be able to demonstrate competency in:

- 1.0 General Computer Concepts
 - 2.0 Windows XP
 - 3.0 Application software (Microsoft Project 2010) knowledge and use
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COURSE REQUIREMENTS:

ALL STUDENTS ARE EXPECTED TO:

1. Take all exams and complete all homework.
2. Complete all lab projects, which include Word, Excel, Access and PowerPoint lessons and Projects.

WEIGHT OF COURSE REQUIREMENTS:

Chapter Synopsis	25%
Attendance	5%
Final Exam	10%
Projects	60%

METHOD OF EVALUATION:

The general weighting of exams, assignments, and final exam for the Final grade in this particular course are:

A: 90 - 100

B: 80 - 89

C: 70 - 79

D: 60 - 69

F: 0 - 59

NOTE: ALL ASSIGNMENTS FOR THE ENTIRE SEMESTER ARE POSTED ON THE CLASS WEBSITE. ALL QUIZZES AND LAB TEST DATES WILL BE ANNOUNCED ON THE CLASS WEBSITE.

ATTENDANCE POLICY

Attendance will be recorded and you will be graded once a week according to the number of days the class meets per week. For example, T Th classes meet twice per week. If you attend both classes for the week, you will receive a 100 for the week. If you miss 1 day with an UNEXCUSED absence, then you will receive a 50 for the week. MWF classes meet 3 times per week. If you miss 1 day, your grade is a 66; if you miss 2 days, your grade will be a 33, If you miss all classes with UNEXCUSED absences, you will receive a 0 for the week. If you are enrolled in a web class, your attendance grade comes from the discussion board.

COURSE REQUIREMENT DEADLINES

Credit will be given for ONLY those exams completed on exam days, and homework, and projects completed and turned in by the announced deadlines, unless **prior arrangements** have been made with and approved by the instructor. Zeros (0) will be recorded for any work for which arrangements have **not** been approved!!

- **NO late homework will be accepted.**
- **There are NO make-up exams, UNLESS you have made prior arrangements with me.**

NO EXCEPTIONS TO THIS POLICY WILL BE MADE.

IMPORTANT NOTE

It is the policy of this instructor to help you complete this course. If you believe that you cannot complete this class due to medical, family, financial, social, or job related problems or conflicts, you should see your instructor to discuss your options.

ACADEMIC ETHICS:

You are expected to create, edit format and print out your own assignments, take tests without notes or other outside assistance. **ALL WORK IS EXPECTED TO BE YOUR OWN.**

If unethical behavior is detected:

WITH YOUR FIRST OFFENSE, YOU WILL RECEIVE ZEROS FOR THE PROJECT IN QUESTION.

WITH YOUR SECOND OFFENSE, YOU WILL BE REMOVED FROM THE CLASS WITH A FINAL GRADE OF "F," NO QUESTIONS ASKED.

Required Readings/Materials

TEXTBOOKS:

Microsoft Project 2010 Step by Step by Carl Chatfield, Timothy Johnson in Books

SUPPLIES:

- **An external hard drive/ jumpdrive, at least 4GB**

Course Requirements (Lectures, Assignments and Assessments)

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Course Requirements (Lectures, Assignments and Assessments)

Instructor: Josette R. Zeigler

Assignments & Activities

Chapter	Assignment	Description	Due
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N/A	Work in teams: Begin project development process	Read and discuss the Game design document and projects budgets.	<i>TBA</i>
N/A	Continue: project	Continue: the Game design document and projects budgets.	<i>TBA</i>
N/A	Work in teams: Project development process	Begin research on past games, their budgets, costs, personnel and salaries. Time lines and proper hierarchy of positions. Product advertisement and production costs. Cite all work, ETC...	<i>TBA</i>
N/A	Work in teams: Project development process	Continue; research on past games, their budgets, costs, personnel and salaries. Time lines and proper hierarchy of positions. Product advertisement and production costs. Cite all work, ETC...	<i>TBA</i>
N/A	Work in teams: Project development process	Continue; research on past games, their budgets, costs, personnel and salaries. Time lines and proper hierarchy of positions. Product advertisement and production costs. Cite all work, ETC...	<i>TBA</i>
N/A	Work in teams: Project development Document	Finish; research on past games, their budgets, costs, personnel and salaries. Time lines and proper hierarchy of positions. Product advertisement and production costs. Cite all work, ETC... Turn in a Team Project proposal document.	<i>TBA</i>
Part 1 Simple Scheduling	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<ul style="list-style-type: none"> ✓ Use the Backstage view to open and save Project files. ✓ Work with commands on different tabs of the ribbon interface, the major visual change introduced in Project 2010. ✓ Use different views to see Project information resented in different ways 	<i>TBA</i>
1. A Guided Tour of Project.	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	Introducing Project, The Backstage: Managing Files and Setting Options, Templates: Avoid Reinventing the Wheel, The Ribbon and Tabs: Finding the Features You Want, Views: Working with Schedule Details the Way You Want, Key Points	<i>TBA</i>
2. Creating a Task List	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Start Microsoft Project Standard or Professional and save a new project plan. ✓ Enter task names. ✓ Estimate and record how long each task should last. ✓ Create a milestone to track an important event. ✓ Organize tasks into phases. ✓ Create task relationships by linking tasks. ✓ Switch task scheduling from manual to automatic. ✓ Set nonworking days for the project plan. ✓ Check the project plan's overall duration. ✓ Record task details in notes and insert a hyperlink to content on the Web. 	<i>TBA</i>
3 Setting Up Resources	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Set up basic resource information for the people who work on projects. ✓ Adjust the maximum capacity of a resource to do work. ✓ Set up cost information for work resources. ✓ Change a resource's availability for work. ✓ Enter cost resource information for financial tracking. ✓ Record additional information about a resource in a note. 	<i>TBA</i>

<p>4 Assigning Resources to Tasks</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Assign work resources to tasks. ✓ Control how Project schedules additional resource assignments. ✓ Assign cost resources to tasks. 	<p><i>TBA</i></p>
<p>5 Formatting and Sharing Your Plan</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Customize a Gantt Chart view. ✓ Customize the Timeline view. ✓ Draw on the chart portion of a Gantt Chart view. ✓ Copy snapshots of the Timeline and Gantt chart views to another application. ✓ Print views. ✓ Edit and print reports. 	<p><i>TBA</i></p>
<p>6 Tracking Progress on Tasks.</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Save current values in a schedule as a baseline. ✓ Record progress on tasks through a specific date. ✓ Record a task's percentage of completion. ✓ Enter actual work and duration values for tasks. 	<p><i>TBA</i></p>
<p>Part 2 Advanced Scheduling.</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you examine and use a variety of advanced features in Microsoft Project 2010. These features focus on fine-tuning task details prior to saving a baseline, as well as commencing work on the project with the goal of developing the most accurate schedule representation of the tasks you anticipate for the plan.</p>	<p><i>TBA</i></p>
<p>7 Fine-Tuning Task Details</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Adjust task links to have more control over how tasks are related. ✓ Apply a constraint to a task. ✓ Split a task to record an interruption in work. ✓ Create a task calendar and apply it to a task. ✓ Change a task type to control how Project schedules tasks. ✓ Record deadlines for tasks. ✓ Enter a fixed cost for a task. ✓ Set up a recurring task in the project schedule. ✓ View the project's critical path. ✓ Enter a specific duration value for a summary task. ✓ Inactivate tasks so they remain in the project plan but have no effect on the schedule (Project Professional only). 	<p><i>TBA</i></p>
<p>8 Fine-Tuning Resource Details</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Set resource availability to change over time. ✓ Set up different pay rates for resources. ✓ Set up pay rates that will change over time for a resource. ✓ Set up a material resource. 	<p><i>TBA</i></p>
<p>9 Fine-Tuning Assignment Details</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Delay the start of a resource assignment. ✓ Control how a resource's work on a task is scheduled by using work contours. ✓ Apply different cost rates for a resource to account for different kinds of work performed by the resource. ✓ Assign a material resource to a task. ✓ See resources' capacities to do work. ✓ Assign tasks in the Team Planner view 	<p><i>TBA</i></p>
<p>10 Fine-Tuning the Project Plan</p>	<p>Read entire chapter and write Synopsis and do chapter project, Submit to</p>	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Look at how resources are scheduled to work over the duration of a project. 	<p><i>TBA</i></p>

	Blackboard.	<ul style="list-style-type: none"> ✓ Edit a resource assignment to resolve a resource over allocation. ✓ Resolve resource over allocations automatically. ✓ See the project's overall cost and finish date. 	
11 Organizing Project Details	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Sort task and resource data. ✓ Display task and resource data in groups. ✓ Filter or highlight task and resource data. ✓ Create a custom table. ✓ Create a custom view. 	<i>TBA</i>
12 Tracking Progress on Tasks and Assignments	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Update a previously saved baseline plan. ✓ Record actual work for tasks and assignments. ✓ Record actual work by time period. ✓ Interrupt work on a task and specify the date on which the task should start again 	<i>TBA</i>
13 Viewing and Reporting Project Status	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Determine which tasks were started or completed late. ✓ View task costs at summary and detail levels. ✓ Examine resource costs and variance. ✓ Use custom fields to create a spotlight view that illustrates each task's cost variance 	<i>TBA</i>
14 Getting Your Project Back on Track	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Assign additional resources to tasks to reduce task durations. ✓ Replace resources assigned to tasks. ✓ Delete or inactivate tasks. 	<i>TBA</i>
Part 3 Special Subjects	Read entire chapter and write Synopsis and Submit to Blackboard.	<p>This chapter introduces you to some of the more advanced formatting features in Microsoft Project 2010. A well-formatted project plan can be valuable when communicating details to <i>resources</i>, customers, and other <i>stakeholders</i>. Some of the formatting capabilities in Project are similar to those of a style-based word processor, such as Microsoft Word, in which defining a style once affects all content in the document to which that style has been applied. In Project, you can use styles to change the appearance of a specific type of Gantt bar, such as a summary bar, throughout a project plan. Other formatting options introduced in this chapter focus on the different ways of identifying tasks and formatting some of the more commonly used views.</p>	<i>TBA</i>
15 Applying Advanced Formatting and Printing	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Customize a Gantt chart view. ✓ Format a Timeline view. ✓ Adjust details shown in nodes of a Network Diagram view. ✓ Add additional bar types to a Calendar view. ✓ Adjust page setup options and generate a PDF or XPS snapshot of views. ✓ Change content and appearance of a report. 	<i>TBA</i>
16 Customizing Project	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	<p>In this chapter, you will learn how to:</p> <ul style="list-style-type: none"> ✓ Copy a customized element, such as a calendar, from one project plan to another by using the Organizer. ✓ Record and play back a macro. ✓ Edit a macro in the Visual Basic for Applications (VBA) Editor. 	<i>TBA</i>

		✓ Customize the Quick Access toolbar and the ribbon.	
17 Sharing Project Information with Other Programs	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	In this chapter, you will learn how to: ✓ Copy and paste tabular data from Project to another program. ✓ Use Project to open a file produced in another program. ✓ Save Project data to other file formats using import/export maps. ✓ Generate Excel and Visio documents using the Visual Reports feature. ✓ See SharePoint and Project Professional task list integration.	<i>TBA</i>
18 Consolidating Projects and Resources	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	In this chapter, you will learn how to: ✓ Create a resource pool to share resources across multiple projects. ✓ Look at resource allocation across multiple projects. ✓ Change resource assignments in a sharer plan, and see the effects in a resource pool. ✓ Change a resource's working time in a resource pool, and see the effects in a sharer plan. ✓ Make a specific date nonworking time in a resource pool, and see the effects in the sharer plan. ✓ Create a project plan, and make it a sharer plan for a resource pool. ✓ Update a resource pool manually from a sharer plan. ✓ Insert project plans to create a consolidated project. ✓ Link tasks between two project plans.	<i>TBA</i>
Part 4 Appendices	Read entire chapter and write Synopsis Submit to Blackboard.	Throughout this book, we've included advice on how best to use Microsoft Project 2010 while following sound project management practices.	<i>TBA</i>
A. A Short Course in Project Management	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	This appendix focuses on the basics of project management, regardless of any software tools you may use to help you manage projects. While project management is a broad, complex subject, in this appendix we focus on the <i>project triangle</i> model. In this model, you consider projects in terms of <i>time</i> , <i>cost</i> , and <i>scope</i> .	<i>TBA</i>
B. Roadmap for Developing Your Project and Project Management Skills	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	In the public realm, there are many Project user groups around the world. These groups typically meet on a regular basis to share tips and tricks about Project. Joining a user group is a great way to broaden your exposure to Project usage; it also can be a great source for informal product support, training, and career networking.	<i>TBA</i>
C. Using the Practice Files if Connected to Project Server	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	This appendix addresses some adjustments you may need to make if you are running Microsoft Project Professional and connected to Microsoft Project Server. The appendix also gives you some preliminary information about Project Server and enterprise project management, and links to additional information.	<i>TBA</i>
D. Using <i>Microsoft Project 2010 Step by Step</i>	Read entire chapter and write Synopsis and do chapter project, Submit to Blackboard.	A core principle of this book's instructional strategy is that success with Project is built on success with basic project management practice. Although Project is a feature-rich application, mastery of its features alone is no guarantee of success in project management.	<i>TBA</i>