



# STARK STATE COLLEGE

## GENERAL SYLLABUS

### Course Information

**Course Name:** Game Design  
**Course Number:** SGE121

### Required Materials

**Textbook(s):** Games, Design and Play, ISBN# 978-0-13-439207-3  
**Required Readings:** None  
**Additional Materials:** None

### Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

### 16-Week Calendar

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> <li>• Syllabus Quiz</li> <li>• Introduction Forum</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>• Quiz-1 (From this week's lecture and slides)</li> <li>• Lab – Main Menu</li> <li>• Lab – 2D Project Intro Text</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>• Quiz, Book Chapter-3</li> <li>• Lab – Settings Menu</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>• Lab – Map Creation</li> <li>• Paper – Topic Research</li> </ul>
Week 5	<ul style="list-style-type: none"> <li>• Lab – Player Movement</li> <li>• Quiz, Book Chapter-4</li> <li>• Lab – Game Design Template</li> </ul>
Week 6	<ul style="list-style-type: none"> <li>• Quiz, Book Chapter-5</li> <li>• Lab – Game Idea</li> <li>• Lab – Player Shooting</li> </ul>
Week 7	<ul style="list-style-type: none"> <li>• Lab – Follow Camera</li> <li>• Lab – Player Health bar</li> </ul>

Week	Chapter/Topic/Lab
	<ul style="list-style-type: none"> <li>• Lab – Itch Prep</li> </ul>
Week 8	<ul style="list-style-type: none"> <li>• Lab – Melee Enemy</li> </ul>
Week 9	<ul style="list-style-type: none"> <li>• Lab - Dialog</li> <li>• Lab - Reddit</li> </ul>
Week 10	<ul style="list-style-type: none"> <li>• Lab – Arrow Indicator</li> <li>• Quiz, Book Chapter-8</li> <li>• Lab – Game Images</li> </ul>
Week 11	<ul style="list-style-type: none"> <li>• Lab – Enemy Shooting</li> <li>• Lab – Itci.io Page</li> <li>• Quiz, Book Chapter-9</li> </ul>
Week 12	<ul style="list-style-type: none"> <li>• Lab – Enemy Spawner</li> <li>• Lab – Second Enemy</li> </ul>
Week 13	<ul style="list-style-type: none"> <li>• Lab – Enemy Spawner</li> </ul>
Week 14	<ul style="list-style-type: none"> <li>• Clean and Polish Game for Itch.IO</li> </ul>
Week 15	<ul style="list-style-type: none"> <li>• Load Project to Itch.io</li> <li>• Game Project Submission</li> </ul>
Week 16	<ul style="list-style-type: none"> <li>• Final Exam Report</li> <li>• Unity Essentials Screenshot Due</li> </ul>

## 8-Week Calendar

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> <li>• Introduction Forum Post, Chapter 1 Quiz</li> <li>• Introduction to Unity Quiz, Game Research Paper</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>• Lab: Main Menu, Chapter 3 Quiz</li> <li>• Quiz Chapter 4, GDD (First Submission), Story Outline</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>• Storyboard Draft, Quiz Chapter 5, Lab: Introduction Text</li> <li>• Marketing Plan, Quiz Chapter 6</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>• Lab: 2D Map</li> <li>• Lab: 2D Player Movement</li> </ul>
Week 5	<ul style="list-style-type: none"> <li>• Lab: Quest Dialog</li> <li>• Lab: Board Games</li> </ul>
Week 6	<ul style="list-style-type: none"> <li>• Lab: Create your own board game</li> <li>• Lab: Board Game Presentation</li> </ul>
Week 7	<ul style="list-style-type: none"> <li>• Lab: Player Health, Quiz Chapter 9</li> <li>• Lab: Player Shooting, Lab: Melee Enemy</li> </ul>
Week 8	<ul style="list-style-type: none"> <li>• Lab: Ranged Enemies, Spawning</li> <li>• Final Exam Project Turn in</li> </ul>