



# STARK STATE COLLEGE

## GENERAL SYLLABUS

### Course Information

**Course Name:** Game Programming I  
**Course Number:** SGE224

### Required Materials

**Textbook(s):** The C# Players Guide 3rd Edition, ISBN 978-0985580131  
**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.

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> <li>• Course Policy/First Chapters Quiz</li> <li>• Lab 1 Lecture Code (LMS)</li> <li>• Lab BunnyBall (LMS)</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>• Quiz-1 (LMS)</li> <li>• Lab Player Movement (LMS)</li> <li>• Lab Access Modifiers and Calling Functions (LMS)</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>• Quiz Chapter 6 (LMS)</li> <li>• Lab Standard Assets (LMS)</li> <li>• Lab Binary (LMS)</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>• Quiz, Chapters 8 and 9 (LMS)</li> <li>• Lab, Chapters 8 and 9 (LMS)</li> <li>• Lab, Lecture Code (LMS)</li> <li>• Lab, Script Challenge (LMS)</li> </ul>
Week 5	<ul style="list-style-type: none"> <li>• Exam 1 Written (LMS)</li> <li>• Exam 1 Lab (LMS)</li> </ul>
Week 6	<ul style="list-style-type: none"> <li>• Lab Chapter 10 (LMS)</li> <li>• Lab Chapter 11 (LMS)</li> <li>• Lab Script Challenge 2 (LMS)</li> </ul>
Week 7	<ul style="list-style-type: none"> <li>• Lab Pyramid (LMS)</li> <li>• Lab FizzBuzz (LMS)</li> </ul>

Week	Chapter/Topic/Lab
	<ul style="list-style-type: none"> <li>• Lab Week 7 Weekly Challenge (LMS)</li> </ul>
Week 8	<ul style="list-style-type: none"> <li>• Lab Arrays (LMS)</li> <li>• Lab Order of Values (LMS)</li> <li>• Lab Week 8 Weekly Challenge (LMS)</li> </ul>
Week 9	<ul style="list-style-type: none"> <li>• Lab Enumerators (LMS)</li> <li>• Lab Intro Scenes (LMS)</li> </ul>
Week 10	<ul style="list-style-type: none"> <li>• Exam 2, Student Choice, Written or Project Exam (LMS)</li> </ul>
Week 11	<ul style="list-style-type: none"> <li>• Lab, Open Door (LMS)</li> <li>• Quiz, Endless Runner (LMS)</li> </ul>
Week 12	<ul style="list-style-type: none"> <li>• Weekly Challenge Coin Counter (LMS)</li> <li>• Weekly Challenge Shield Power-up (LMS)</li> <li>• Lab RayCasting (Link in LMS, Video on Unity Site)</li> </ul>
Week 13	<ul style="list-style-type: none"> <li>• Lab Class Cube (LMS)</li> <li>• Lab Endless Runner Project Progress (LMS)</li> </ul>
Week 14	<ul style="list-style-type: none"> <li>• Lab Weekly Challenge (Sound FX) (LMS)</li> </ul>
Week 15	<ul style="list-style-type: none"> <li>• Lab Project Review Sheet</li> </ul>
Week 16	<ul style="list-style-type: none"> <li>• Final Exam Project</li> </ul>