

**CpSc 481/681, Sensor Enabled Game Construction**  
**A Creative Inquiry Course**  
**Policies and Information**

School of Computing, Clemson University  
Brian A. Malloy, PhD  
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Office: 313 McAdams Hall	Office Hours: On demand
e-mail: {malloy}@cs.clemson.edu	phone: 656-0808

1. There is no official textbook for this this course You should visit the many sites containing material on XNA and 3D Game Construction; most of these are listed on the instructor's web page. In addition, we will discuss, describe and build game samples during lectures and these will also be placed on my web page.
2. Tentative Grading Policy ( $\pm 10\%$ ):

First milestone	10 %
Second milestone	10 %
Third milestone	20 %
Fourth milestone	25 %
Fifth milestone	10 %
Final milestone	25 %

3. Students with a grade of **A** on all milestones may exempt the exam.
4. *Course objective:* To develop a 3D game and a game controller tailored to the specific game under construction. The deliverable of the course will be the game, the developed controller, and a web site describing your development effort.
5. *Attendance:* It is imperative that you attend all scheduled classes in this course. This is a creative inquiry course, which requires that we work together to learn whatever is necessary to make a good game. Thus, both attendance and participation is **mandatory**. More than two unexcused absences will result in a letter grade deduction for each additional absence.
6. *Laptops:* If you bring a laptop to class, it should be used to help you follow the lecture. It should not be use to do assignments for this course or another course, or as a diversion.
7. *Venue:* The course meets in McAdams 114 on Monday from 5:45 until 8:30. If the instructor has not arrived by 6:00, you may assume that something bad has happened and you may depart.
8. *Milestones:* There are five designated milestones in the course. The first two milestones will be done on an individual basis. The final three milestones may be done in a group of size 1, 2 or 3.

9. All members of a group will be evaluated on an individual basis. Individual evaluation forms will be completed by each group member at the end of one of the milestones. These evaluations, together with instructor evaluation, will be used to inform individual grades.
10. *Project*: It is hoped that the synergy of working together will produce some interesting and unique results. Nevertheless, you may also choose to develop your project by yourself. The goal is for each of you to acquire an understanding and a working knowledge of game development.
11. *Behavior*: Please do not engage in side conversations during class. Try to direct your comments to all of us. I believe that we're all interested in learning more about game construction. Side conversations, use of laptops for functions other than the topic currently being discussed, and sleeping will result in your dismissal from the lecture and possibly from the course.