

Introduction to Game Programming

CSC 329

Ubbo Visser

Short introduction

- Ubbo Visser



- Office: Ungar Building, Room No 330A
- Phone: 305-284-2254
- Email: visser@cs.miami.edu
- Office Hours: by appointment

- Stations

- Münster (GER), Brisbane (AUS), Bremen (GER)
- Miami
 - Associate Professor, Graduate Director

- Research interests

- Artificial Intelligence with the focus on knowledge representation and reasoning.
- Application areas: the Semantic Web and Multi-Agent Systems (games, robots, RoboCup)

More introduction...

- Teaching Assistant
 - Christopher Duarte
 - Lab hours: TR 8-10 am, UB 310T, WE 10-11am Zoom (for those who have class during regular lab hours)
- Contact Hours
 - Each week there are two 75-minute sessions (TU/TR 11:00 am-12:15 pm)
 - Classroom: MM 318
- Recommended Text Book
 - Lots of online material for Unity 2D
 - No dedicated textbook
- Course Content
 - Contains all relevant elements of inventing and programming a 2D game. Topics are Java Threads, 2D graphics, animation, interactivity and UI, sound, 2D platform, collision, AI, scripting, and persistence among others.
 - Check <http://www.cs.miami.edu/~visser> regularly.

Grading & general issues

- Grading
 - Will be based on programming (n assignments), oral presentation, activity in class, creativity, unexpected positive surprises (e.g. you do more than asked for...)
- Scoring of Homework Assignments
 - The score of each homework will be mentioned in it.
 - The total score of all homework assignments will be normalized.
- Class attendance and participation
 - Class attendance is not mandatory, although my exams will depend heavily of my lectures. Not all of the material will come from the text. Class participation is also important. Active interest in lectures is the easiest way to learn.

General issues (2)

– Plagiarism

- The penalty for copied homework of any kind can be immediate failure in the course. My policy on programs is as follows: There is no reason for two (or more) people handing in identical or nearly identical programs. I will regard such programs as either group-written or simply copied. If I have no hard evidence of copying, such programs will receive NO credit. We will do code-checking with the newest programs available. More serious actions will be taken in cases where there is evidence of cheating.

– Late programs

- Unless otherwise stated, programs will lose 20% of their value for each weekday (Monday through Friday) that they are late, down to a minimum value of 20%. The due date of a program is the latest date on which it can be run to get full credit.

General issues (3)

- Dropping the course
 - Unless there are extreme extenuating circumstances, I will not allow anyone to drop a course after the drop date. Poor academic performance will never be an acceptable reason for a late drop.
- Incompletes
 - Unless there has been a documentable illness that caused you to miss substantial amounts of class and computer time, I will not give an incomplete grade in this course. Therefore, please do NOT waste my time asking about an incomplete grade unless you have a remarkably good reason.
- Make-up exams
 - I do not give make-up exams. You simply must show up for the final project presentation.

Some Game Books...

