

Course and Contact Information

Instructor: Kevin Smith

Office Location: Online Office Hours for Fall 2022 (See Canvas for Links)

Email: kevin.smith@sjsu.edu

Office Hours:

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3. Labs (5%)

There will be 4-5 labs which are designed to be completed in class that you will be assigned.

3. Mid-Term Exam (10%)

The student will be required to take a closed book mid-term exam or a take-home exam which will cover material presented in class and the reading material assigned. The mid-term may also include programming problems to be solved.

4. Final Project (30%)

The student project will be comprehensive game prototype that will leverage concepts learned and components from previous assignments.

Projects

projects that will be assigned during the semester. Most of the projects will be dependent on the previous and the final project will be the culmination of the previous projects, therefore, it is required that all projects be completed to be successful in the course. Students will post either a still frame or video of the project on the Google Gallery Page. Instructions for posting will be provided on Canvas.

Final Project

Students will be required to submit a final project (a 3D game) which demonstrates comprehensive knowledge learned in the class.

Gallery

A Google Gallery will be provided for the course where students will be required post a movie demonstration of their assignments.

Academic Honesty

Students are expected to produce their own original work for the class. Academic integrity will be enforced via the University Academic Integrity Policy. <https://www.sjsu.edu/studentconduct/conduct-processes/academic-integrity.php>. Plagiarism, which includes copying of code solutions from other students or internet sources is strictly forbidden and any assignment or project found to be plagiarized (in whole or part) will receive a grade formally reported to the University committee.

Grading Policy

No make-up tests (exams and quizzes) will be given and **no late work will be accepted**. This includes: homework, projects, videos, in-class exercises or any other work related to the class. If an exam or work is better to submit it early.

If you are in doubt about the submission time for an assignment, it is

At least	Grade
97%	A+
93%	A
90%	A-
87%	B+
83%	B
80%	B-2 Tf1 0 0

Week	Date	Topics, Readings, Assignments, Deadlines
11	10/31, 11/2	3D Game Design
12	11/7, 11/9	3D Game Design
13	11/14, 11/16	3D Game Design
14	11/21, 11/23	Open Topic Non-Instructional day (no class)
15	11/28, 11/30	Open Topic
16	12/5	Final Project Due (Last Day of Instruction)