

CSC 478: Interactive Entertainment

Instructional Information

Professor: Aaron Keen

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or by appointment

Course Webpage: <http://www.csc.calpoly.edu/~akeen/courses/csc478>

Lecture Time and Location

- Lecture: MWF 3:10 pm – 4:00 pm, 14-232B
- Lab: MWF 4:10 pm – 5:00 pm, 14-302

Course Objectives

- Explore some algorithms and technologies related to interactive entertainment software development.
- Develop, as part of a team, an application that incorporates some of these topics in a 3d “world” with which a user can interact.
- Gain experience with C++.
- Gain experience with a rendering engine.

Prerequisites: CSC/CPE 357

Texts

There is no required text for this course. Some resource materials will be linked from the course webpage.

Webpage

Clarifications, changes, etc. regarding the class and assignments will be posted to the course webpage (<http://www.csc.calpoly.edu/~akeen/courses/csc478>). Read it regularly, especially near when assignments are due. You are responsible for any announcements posted on the course website.

Activities

Labs

There will be six (6) laboratory assignments designed to reinforce the lecture material and/or to introduce different tools.

Project

The majority of the coursework will center on a single team project. Teams will be comprised of three to four members. These members must collaborate in writing a project pitch, presenting a project proposal to the

class, designing and implementing the project itself, preparing a poster for the department poster session, and presenting the completed project during finals week.

Exams

No exams will be administered for this course.

Grading

The percentage breakdown for the course grade is as follows.

Activity	% per	% total
Labs		27
Irrlicht Tutorial Lab	2	
C++ Introduction Lab	5	
Irrlicht Introduction Lab	5	
Collision Detection Lab	5	
Path Finding Lab	5	
Scripting Lab	5	
Pitch	5	5
Proposal Presentation	10	10
Poster	10	10
Project	48	48
Total		100

Regrades

In general, requests for regrades must be submitted no later than one week after the grades were made available. The same is true for misrecorded grades. Scores for each assignment will be posted on Blackboard which is accessible from the MyCalPoly web page (<http://my.calpoly.edu>). Please check them to be sure they agree with your own records.

Due Dates and Lateness

Assignments are to be turned in electronically. Assignments must be turned in ON TIME to receive credit. Except in the most extreme situations, **late assignments will not be accepted.**

If you cannot complete an assignment by the due date, hand in whatever you have done in order to receive partial credit. **Receiving partial credit, however, should not be your goal.**

Collaboration and Cheating

Policy on Collaboration

Each student is to do his or her own work on the laboratory assignments. The project is, by its nature, a collaborative effort among team members.

It is fine to talk with others about general approaches used to solve the assignments, *but* each student is to develop his/her own solution; collaborative efforts are **not** allowed. Students are not to view any other student's program code or exchange program code in any form (hardcopy or electronically). Sharing pseudo-code is not allowed.

Collaboration that goes beyond a high-level discussion of general approaches will be considered cheating. If you are unsure about what constitutes proper or improper collaboration, consult the instructor for guidance.

Policy on Cheating

Don't. Any instance of cheating or plagiarism will be referred to the Campus Student Relations and Judicial Affairs Office. The Cal Poly rules and policies are available on the CSRJA web site, <http://www.calpoly.edu/~saffairs/csrja/index.html>. Ask the instructor for clarification *beforehand* if the above rules are not clear.

The Last Page

This page is so I can gather a little information about you at the beginning of the class. Please fill it out, tear it off and leave it with me on the way out.

Who are you?

Name: _____

Section: _____

Major: _____

Email: _____

Enrollment: Enrolled
 Enrolled, thinking about dropping
 Trying to add
 Thinking about signing up

Favorite Video Game: _____

Class Expectations?

Please take a minute to write out what your goals and expectations are for CSC 478. What do you want to learn?