COURSE OBJECTIVES:

The course will introduce students to game design fundamentals by analyzing popular games, as well as learning the different steps required to develop an independent digital game. They will learn about methods for storyboarding, character design and animation, as well as programming.

Students will create their games using Macromedia Flash and ActionScript as a game engine and Adobe Photoshop for game asset creation. At the end of the course students will publish their game on the class website. Class may include a visit from a professional game developer and/or a fieldtrip.

WEEK 1 - BEGINNER

Day 1:
- Introduction
- Types of Games
- Digital Game Archetypes
- Game Design Practices
- Storyboard and Scene Setting
- Studio: storyboard

Day 2:
- Game Aesthetics
- Character and Scene design
- Adobe Photoshop and Digital Image Formats
- Studio: content

Day 3:
- Play, Conflict and interactivity
- Adobe Flash and ActionScript 3.0
- Animating for Flash
- Studio: importing game assets
Day 4:
- Troubleshooting
- Adding creative Elements
- Studio: Flash Coding

Day 5:
- Studio: Refining
- Uploading games to Web
- Play games
- Final Presentation

WEEK 2 - ADVANCED

Day 1:
- Narrative structure and genres
- Work time – Two narratives with storyboards emphasizing mood and style

Day 2:
- Fictional settings
- Character development and motivation
- Work time – Content creation

Day 3:
- Plot and the unfolding of events
- Work time – Create goals for the game environment

Day 4:
- Bring the elements together
- Work time – Coding for balanced play

Day 5:
- Work time – Polishing the game
- Upload games to web
- Play games!
- Class critique