

CSC 455: Computer Game Programming Spring 2022

Place and Time: TR 9:35 a.m. – 11:55 a.m.; Tuesdays sync online; Thursdays in Shineman 444

Instructor: Alex Pantaleev

Office: Shineman 441

Office / Lab Hours: TR 11:45 a.m. – 12:45 p.m.

Email: alex@cs.oswego.edu

Course Webpage: <http://www.cs.oswego.edu/~alex/teaching/csc455/>

Short Description: Algorithms, data structures, and techniques commonly used in computer game programming.

Objectives: Upon the successful completion of the course, the student will be familiar with various programming techniques underlying the field of computer games.

Textbook: None required. Recommended: *Introduction to Game Development* by Steve Rabin et al, *Game Engine Architecture* by Jason Gregory.

Homeworks / Labs: There will be a total of seven programming assignments. The working assignments must be demonstrated within a week after the respective deadline to receive credit. The last assignment must be demonstrated during the final examination slot for the course.

Final Exam: There will be no final examination.

Grading Policy:

- Programming assignments 1 – 6: 14% each
- Programming assignment 7: 16%

There is no curve. The grading scale is:

93 and up	A
90 to 92.99	A-
87 to 89.99	B+
83 to 86.99	B
80 to 82.99	B-
77 to 79.99	C+
73 to 76.99	C
70 to 72.99	C-
67 to 69.99	D+
63 to 66.99	D
60 to 62.99	D-
Below 60	E

Policies:

- Class sessions on Tuesdays will be held in a synchronous online fashion. Class sessions on Thursdays will be held in person.
- The *prerequisites* for this class are a sound background in programming, as evidenced by having taken at least one high-level CS course. If you do not have the prerequisites fulfilled, it is recommended that you drop CSC455.
- Course assignments are to be electronically submitted to the Blackboard Learning System.
- Assignments electronically submitted after 11:59pm of the due date will be considered late. It is possible to submit no more than one late homework without a justifiable and documented excuse. Other late submissions will receive a grade of 0.
- Assignments that do not compile will receive no credit.
- It is your responsibility to find out when the CS labs are open.
- *It is also your responsibility to check the course webpage and your email accounts regularly.*
- There will be one per cent deducted from a student's final course grade per cell phone ring/call/text message or other noise from electronic devices in class. Please turn off your cell phones and other distractions.
- If you have a disabling condition that may interfere with your ability to successfully complete this course, please contact the Disability Support Services Office at (315) 312-3358 or DSS@oswego.edu .
- Academic Misconduct Policy: Students must work individually on all assignments and projects. Group work is not permitted. If assistance is necessary, the instructor can be contacted during office hours, by electronic mail or by making an appointment. Plagiarism, cheating, and the like will result in a failing grade for the course or, at the discretion of the instructor, in disciplinary action through the respective SUNY Oswego office.