



UNIVERSITY OF CALGARY  
FACULTY OF SCIENCE  
DEPARTMENT OF COMPUTER SCIENCE  
COURSE OUTLINE

1. **Course:** CPSC 585: Games Programming

**Lecture Sections:**

L01, MTWRF 9:00-17:00, Sonny Chan, MS 634, 210-9474, [sonny.chan@ucalgary.ca](mailto:sonny.chan@ucalgary.ca)  
Office Hours: By Appointment.

**Course Website:** D2L

**Computer Science Department Office, ICT 602, 220-6015, [cpsc@cpsc.ucalgary.ca](mailto:cpsc@cpsc.ucalgary.ca)**

2. **Prerequisites:** Consent of the Department

(<http://www.ucalgary.ca/pubs/calendar/current/computer-science.html#3620>)

3. **Grading:** The University policy on grading and related matters is described in sections F.1 and F.2 of the online University Calendar. In determining the overall grade in the course the following weights will be used:

Group Project	100%
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This course **will not** have a Registrar's Scheduled Final Exam.

Special Regulations affecting Final grade: The group project grade will be determined from milestones due as the term progresses, and from the final product submitted at the end of the term. Group members will have the opportunity to evaluate their team mates' contributions, and these evaluations may impact how grades are awarded within the group. This course will use percentage grades.

4. **Missed Components of Term Work:** The regulations of the Faculty of Science pertaining to this matter are found in the Faculty of Science area of the Calendar. Section 3.6. It is the student's responsibility to familiarize themselves with these regulations. See also Section E.6 of the University calendar.
5. **Scheduled Out-of-Class Activities:** REGULARLY SCHEDULED CLASSES HAVE PRECEDENCE OVER ANY OUT-OF-CLASS-TIME ACTIVITY. If you have a clash with this out-of-class activity, please inform your instructor as soon as possible so that alternative arrangements can be made.
6. **Course Materials:**  
None.  
  
**Online Course Components:**  
None.
7. **Examination Policy:** Not applicable. Students should also read the Calendar, Section G, on examinations.
8. **Approved Mandatory and Optional Course Supplemental Fees:** None.
9. **Writing across the Curriculum Statement:** In this course, the quality of the student's writing in the weighted components of the course will be a factor in the evaluation of these components. See also Section E.2 of the University Calendar.
10. **Human Studies Statement:** Students will be expected to participate as subjects or participants in projects. See also Section E.5 of the University Calendar.

11. OTHER IMPORTANT INFORMATION FOR STUDENTS:

- a) **Misconduct:** Academic misconduct (cheating, plagiarism, or any other form) is a very serious offense that will be dealt with rigorously in all cases. A single offence may lead to disciplinary probation or suspension or expulsion. The Faculty of Science follows a zero tolerance policy regarding dishonesty. Please read the sections of the University Calendar under Section K, Student Misconduct to inform yourself of definitions, processes and penalties.
- b) **Assembly Points:** In case of emergency during class time, be sure to FAMILIARIZE YOURSELF with the information on assembly points which can be found in each classroom and building.
- c) **Student Accommodations:** Students needing an Accommodation because of a Disability or medical condition should contact Student Accessibility Services in accordance with the Procedure for Accommodations for Students with Disabilities available at [http://www.ucalgary.ca/policies/files/policies/procedure-for-accommodations-for-students-with-disabilities\\_0.pdf](http://www.ucalgary.ca/policies/files/policies/procedure-for-accommodations-for-students-with-disabilities_0.pdf). Students needing an Accommodation in relation to their coursework or to fulfil requirements for a graduate degree, based on a Protected Ground other than Disability, should communicate this need, preferably in writing, to the Associate Head of Computer Science.
- d) **Safewalk:** Campus Security will escort individuals day or night (<http://www.ucalgary.ca/security/safewalk/>). Call 403-220-5333 for assistance. Use any campus phone, emergency phone or the yellow phones located at most parking lot pay booths.
- e) **Freedom of Information and Privacy:** This course is conducted in accordance with the Freedom of Information and Protection of Privacy Act (FOIPP). As one consequence, students should identify themselves on all written work by placing their name on the front page and their ID number on each subsequent page. For more information see also <http://www.ucalgary.ca/secretariat/privacy>
- f) **Student Union Information:** VP Academic (403) 220-3911 [suvpaca@ucalgary.ca](mailto:suvpaca@ucalgary.ca) SU Faculty Rep (403) 220-3913 [science1@su.ucalgary.ca](mailto:science1@su.ucalgary.ca), [science2@su.ucalgary.ca](mailto:science2@su.ucalgary.ca) and [science3@su.ucalgary.ca](mailto:science3@su.ucalgary.ca), Student Ombuds Office: (403) 220-6420 [ombuds@ucalgary.ca](mailto:ombuds@ucalgary.ca), <http://ucalgary.ca/provost/students/ombuds>
- g) **Internet and Electronic Device Information:** You can assume that in all classes that you attend your cell phone should be turned off unless instructed otherwise. All communications with other individuals via laptop computers, cell phones or other devices connectable to the internet in not allowed during class time unless specifically permitted by the instructor. If you violate this policy you may be asked to leave the classroom. Repeated abuse may result in a charge of misconduct.
- h) **U.S.R.I.:** At the University of Calgary feedback provided by students through the Universal Student ratings of Instruction (USRI) survey provides valuable information to help with evaluating instruction, enhancing learning and teaching, and selecting courses ([www.ucalgary.ca/usri](http://www.ucalgary.ca/usri)). Your responses make a difference – please participate in USRI surveys.

Department Approval \_\_\_\_\_ Date \_\_\_\_\_

Faculty Approval for  
out of regular class-time activity: \_\_\_\_\_  
Date: \_\_\_\_\_

Faculty Approval for  
Alternate final examination arrangements: \_\_\_\_\_  
Date: \_\_\_\_\_

\*A signed copy of this document is on file in the Computer Science Main Office\*

**CPSC 585 Percentage to Letter Grade Conversion Table**

A+	93-100
A	86-92
A-	82-85
B+	82-84
B	78-81
B-	75-77
C+	72-74
C	68-71
C-	65-67
D+	60-64
D	55-59
F	0-54

## **CPSC 585 Syllabus**

Tentative Topics Covered:

- \* The computer games industry
- \* Computer game architecture
- \* Graphics
- \* Physics
- \* Animation
- \* Sound
- \* Artificial intelligence
- \* Networking
- \* Scripting
- \* Programming for performance
- \* Project management
- \* Gameplay & fun

## **Learning Outcomes:**

By the end of the course, students will:

- Evaluate the benefits and drawbacks of different implementation strategies for the main loop architecture, techniques for managing game time, communication between entities and different third-party libraries.
- Create a game using low level development tools and libraries that is fun to play with an appropriate level of difficulty for a novice player.
- Write a document that describes a unique game that they will create.
- Plan the development of the game that they have described.
- Work effectively with other students to design and create a large software artifact.
- Prioritize the features that they plan to implement.
- Locate or create suitable game assets such as music, sound effects, models and textures.

**Allowable Sources:**

No Restrictions on source material.

**Cited Sources:**

If you used an article, book, function or algorithm that you did not create for this course you must cite it. (This means you may have to cite yourself!) Use APA for citations in a report, paper or in the header documentation of computer code you submit. If citing a website, make sure you include the date you accessed the website. Don't forget to cite code that you used, even if you modified the code.

**Level of Collaboration between Students:**

You may discuss the assignments with other students in the class but do NOT share any code, do not ask others to provide you with code and do not show code that you have created for assignments to other students.

**Disclosure Policy**

If you discuss the assignments with others, make sure to cite these discussions.