

I've got over 100 gaming books. Please feel free to come by and check them out (both figuratively and literally).

Topics Covered:

- ⇒ Video Game Design & Development
- ⇒ Ogre (Object-Oriented Graphics Engine)
- ⇒ 3D Modeling using Maya
- ⇒ Use of motion capture data for animation
- ⇒ Use of version control for project management

Grading:

Your grade in the course will be based on:

- Completion of assignments.
- Final product produced by your development team.
- Your contribution to the project.
- Class attendance. Any unexcused absence or tardiness will reduce your grade in the class by up to one half of a letter grade.
- Project group peer evaluations.
- Use of Trac and Subversion.

Policies:

- ⇒ There will be penalties for missing group meetings and/or assignments.
- ⇒ It is your responsibility to see that your assignments are graded and recorded.
- ⇒ Incompletes are given only in the event of extreme extenuating circumstances.
- ⇒ The use of any material of a profane, sexual, or violent nature (as determined by ME) will be dealt with harshly. The minimum penalty is a zero on the assignment/program and the offense could result in an F in the course.