

CSC 490: Computer Game Programming Spring 2010

Place and Time: MWF 10:20am – 11:15 am, Snygg 107

Instructor: Alex Pantaleev

Office: Snygg 108

Office Hours: MWF 12:30pm – 1:40pm

Email: alex@cs.oswego.edu

Course Webpage: <http://www.cs.oswego.edu/~alex/teaching/csc490/>

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: *AI Game Engine Programming* by Brian Schwab.

Homeworks / Labs: There will be a total of seven programming assignments (approximately one every two weeks).

Final Exam: There will be no final examination.

Grading Policy:

- Programming assignments 15% each
- Quest participation (optional, subject to approval by instructor) 10%

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:

- The *prerequisite* for this class is CSC241 or a sound background in programming. If you do not have the prerequisites fulfilled, it is recommended that you drop CSC490.
- Course assignments are to be electronically submitted to the Angel 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.