AET 334F Game Scripting I

UID: 20520   **Instructor:** MJ Johns **Office Hours:** MW 2-3:30pm; T 1-4pm
Meetings: MW 3:30-5pm   **TA**: Bonnie Bolton **Office Hours:** TTR 2:30-4pm
Location: DFA 4.112

Abstract

An introduction to game scripting using Unity and C#. This course will cover a variety of scripting techniques for game systems including combat, multiplayer, saving and loading, menus, and managers. Students will also be introduced to coding best practices such as commenting, encapsulation, and object-oriented programming.

Outcomes

Upon successful completion of the course, students will have a working understanding of scripting in the context of an industry-standard game engine, as well as the role a Game Scripter plays on a team and within a company. Students will also be comfortable solving problems using code, and will have experience creating functional systems including: combat, save points, persistent game data, quests, and multiplayer. On top of scripting the gameplay, students will also master integrating their scripts within the game engine to create a fully playable experience including art, sound, animation, vfx, and UI.

Assessment

Six homework assignments are equally weighted toward 60% of the final class grade, 10% each. The final project will be worth 30% and will be graded based on the provided rubric. The remaining 10% will be based on attendance and professionalism. Assignments are due by the start of class on the due date. A bonus opportunity to publish your final project will be worth 5% of the final grade.

No late work will be accepted. No incompletes will be given. If you feel you will not be able to complete all work on time, you should ask the instructor for a grade of Q or drop before the deadline for doing so passes.

Note: If you cannot attend class for any reason, please send an email and attach any class work as needed, and talk to your classmates to find out what you missed.

Classroom Policy

Devices

- Must be kept in silent mode unless an emergency notification is expected (please discuss this with me prior to class).
- Can be used for research and class note taking, but not for social media (unless related to class activities)

Food/Drink

- Food is not allowed in class.
- Drinks in closed containers are permitted but must be kept on the floor or out of sight when not in use.

Required Equipment

All students MUST have access to a portable computer. Either Mac or PC is fine.

Textbook/Resources

(Optional but recommended)
https://www.pluralsight.com/courses/swords-shovels-prototyping-game-systems

Calendar

Wk	Topic	Assignment / Reading Due
1	8 /28 Course Overview, Syllabus	
2	*9 /2 No Class* 9 /4 Simple Mechanics (review)	
3	9 /9 Present HW 1 9 /11 NavMesh	9 /9 HW 1: Simple Mechanics
4	9 /16 Health and Damage 9 /18 UI and Animations	
5	9 /23 LAB 9 /25 Present HW 2	9 /25 HW 2: Ranged and Melee Combat
6	9 /30 Game and Level Managers 10 /2 Persistent Data and XP	
7	10 /7 Spawning and Save Points 10 /9 Present HW 3	10 /9 HW 3: Level Progression
8	10 /14 Saving and Loading 10 /16 UI and Buttons	
9	10 /21 Present HW 4 10 /23 NPCs and Quests	10 /21 HW 4: Saving and Loading
10	10 /28 LAB 10 /30 Present HW 5	10 /30 HW 5: Quests and Objectives
11	11 /4 Local Multiplayer 11 /6 Online Multiplayer	
12	11 /11 Multiplayer Showcase 11 /13 Multiplayer Showcase	11 /11 HW 6: Multiplayer
13	11 /18 Juice: Animation, Sound, VFX 11 /20 Object-Oriented Programming	
14	11 /25 Pair Programming *11 /27 No Class*	
15	12 /2 LAB 12 /4 Present Final Projects	**12 /4 Final Project**
16	12 /9 Portfolio	

Units of Study

- **Foundations**
    - Traps and Collectables
    - Health and Damage
    - Ranged and Melee Combat
- **Data**
    - Managers
    - Saving and Loading
- **Systems**
    - Objectives
    - Multiplayer
    - Feedback

Process

We will work through demonstrations, projects, and a number of technical/creative challenges to learn about game scripting in Unity using C#.

Reference

A short list of useful resources for Unity:
- https://unity3d.com/learn/tutorials
- https://www.pluralsight.com/courses/unity-game-prototyping
- https://www.pluralsight.com/courses/swords-shovels-prototyping-game-systems
- https://www.youtube.com/watch?v=rrSymQQOBwE&list=PLyALP-npqseF97ShLQ5ZLS-Bqm_zu2Hve

Grades

Homework Assignments: 60%
Attendance and Professionalism: 10%
Final: 30%
Bonus: 5%

Final grades will be determined on the basis of the following rubric. Please note: to ensure fairness, all numbers are absolute, and will not be rounded up or down at any stage. Thus a B- will be inclusive of all scores of 80.000 through 83.999. The University does not recognize the grade of A+.

A = 94-100
A- = 90-93
B+ = 87-89
B = 84-86
B- = 80-83
C+ = 77-79
C = 74-76
C- = 70-73
D+ = 67-69
D = 64-66
D- = 60-63
F = 0-60

Class Attendance Policy

As detailed above, attending class during the scheduled meeting times earns professionalism credit. Credit is NOT earned for arriving late, leaving early, or failing to attend class meetings. If attending a scheduled class meeting is not possible, students are expected to promptly notify the instructor of extenuating circumstances.

Q Drop Policy

The State of Texas has enacted a law that limits the number of course drops for academic reasons to six (6). As stated in Senate Bill 1231:"Beginning with the fall 2007 academic term, an institution of higher education may not permit an undergraduate student a total of more than six dropped courses, including any course a transfer student has dropped at another institution of higher education, unless the student shows good cause for dropping more than that number."

University Attendance Policy: Religious Holy Days

By UT Austin policy, you must notify me of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, I will give you an opportunity to complete the missed work within a reasonable time after the absence.

Services for Students with Disabilities (SSD)

The University of Texas at Austin provides upon request appropriate academic accommodations for qualified students with disabilities. For more information, contact Services for Students with Disabilities (512-471-6259, ssd@austin.utexas.edu, http://ddce.utexas.edu/disability/, or videophone 512-471-6644). Please provide documentation of your needs during the first week of class, if possible, so that I can make the necessary accommodations promptly.

Academic Integrity

The University's Honor Code states that "As a student of The University of Texas at Austin, I shall abide by the core values of the University and uphold academic integrity." You are expected to maintain absolute integrity and a high standard of individual honor in scholastic work undertaken at the University. At a minimum, you should complete any assignments, exams, and other scholastic endeavors with the utmost honesty, which requires you to:
- acknowledge the contributions of other sources to your scholastic efforts;
- complete your assignments independently unless expressly authorized to seek or obtain assistance in preparing them;
- follow instructions for assignments and exams, and observe the standards of your academic discipline;
- and avoid engaging in any form of academic dishonesty on behalf of yourself or another student.
(adapted from http://deanofstudents.utexas.edu/sjs/acint_student.php)

Academic Dishonesty

In promoting a high standard of academic integrity, the University broadly defines academic dishonesty as including any act designed to give an unfair or undeserved academic advantage, such as:
- Cheating
- Plagiarism
- Unauthorized Collaboration / Collusion
- Falsifying Academic Records
- Misrepresenting Facts (e.g., providing false information to postpone an exam, obtain an extended deadline for an assignment, or even gain an unearned financial benefit)

- Multiple submissions (submitting essentially the same written assignment for two courses without authorization to do so)
- Any other acts (or attempted acts) that violate the basic standard of academic integrity

(adapted from http://deanofstudents.utexas.edu/sjs/acadint_whatis.php)

Students who violate University rules on academic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University.
(from http://deanofstudents.utexas.edu/sjs/acint_faculty_syllabus.php)

Plagiarism

"Plagiarism" includes, but is not limited to, the appropriation of, buying, receiving as a gift, or obtaining by any means material that is attributable in whole or in part to another source, including words, ideas, illustrations, structure, computer code, and other expression or media, and presenting that material as one's own academic work being offered for credit or in conjunction with a program course requirement (from Sec. 11-402,
http://catalog.utexas.edu/general-information/appendices/appendix-c/student-discipline-and-conduct/).

Behavior Concerns Advice Line (BCAL)

If you are worried about someone who is acting differently, you may use the Behavior Concerns Advice Line to discuss by phone your concerns about another individual's behavior. This service is provided through a partnership among the Office of the Dean of Students, the Counseling and Mental Health Center (CMHC), the Employee Assistance Program (EAP), and The University of Texas Police Department (UTPD). Call 512-232-5050 or visit http://www.utexas.edu/safety/bcal.

Emergency Evacuation Policy

Occupants of buildings on the UT Austin campus are required to evacuate and assemble outside when a fire alarm is activated or an announcement is made. Please be aware of the following policies regarding evacuation: • Familiarize yourself with all exit doors of the classroom and the building. Remember that the nearest exit door may not be the one you used when you entered the building. • If you require assistance to evacuate, inform me in writing during the first week of class. • In the event of an evacuation, follow my instructions or those of class instructors. Do not re-enter a building unless you're given instructions by the Austin Fire Department, the UT Austin Police Department, or the Fire Prevention Services office.

Student Support Services

There are numerous free and/or low-cost support services available to students at UT. They include (but are not limited to) the following:
Fine Arts Career Services (512-232-7333, utexas.edu/finearts/careers) provides a full range of services and resources to support students and alumni.
The Undergraduate Writing Center
(512-471-6222, uwc.utexas.edu) helps students with every phase of writing assignments for their courses.
The Sanger Learning Center (512-471-3614, utexas.edu/ugs/slc) provides study skills, time-management, and note-taking courses.
University Health Services (512-471-4955, healthyhorns.utexas.edu) provides medical and health promotion services for currently enrolled students and some non-students who are officially enrolled in certain University programs.
The Counseling and Mental Health Center (512-471-3515, cmhc.utexas.edu) helps students with their personal concerns so that they can meet the daily challenges of student life.

UT Electronic Mail Notification Policy

Electronic mail (e-mail) is a mechanism for official University and instructor communication to students. Students are expected to check e-mail on a frequent and regular basis in order to stay current with University- and course-related communications, recognizing that certain communications may be time-critical. It is recommended that e-mail be checked daily, but at a minimum, twice per week.
It is the responsibility of every student to keep the University and instructor informed of changes in his or her official e-mail address (do so at https://utdirect.utexas.edu/utdirect/bio/address_change.WBX). Consequently, e-mail returned to the University with "User Unknown" is not an acceptable excuse for missed communication. Similarly, undeliverable messages returned because of a full inbox or use of a spam filter will be considered delivered without further action required of the University or instructor. (see http://www.utexas.edu/cio/policies/university-electronic-mail-student-notification-policy)