Instructor: Phil Bernhard, Ph.D.
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Website: www.cs.fit.edu/~pbernhar
Prerequisite: CSE 2010
Office Hours: MWF 3pm-4pm, plus by appointment.

Course Contents:
This course will focus on the design and development of computer and video games. Topics covered will include such things as the history of video games, the gaming industry, game design, artificial intelligence, procedural generation, and game physics.

Recommended Books:

Assignments:
The course will be largely assignment-driven, with students required to complete several assignments throughout the semester. This will include a main group project, plus several (smaller) individual assignments.

Grading:
Final grade will be determined as follows (approximately): group project #1 (Trolley of Terror) – 10%, group project #2 (game prototype) – 30%, midterm – 20%, final – 20%, individual assignments – 10%, attendance – 10%.

Notes:
The purpose of individual assignments is to drive class discussion. Consequently, late individual assignments will not be accepted (assignments are due at the beginning of class). Exceptions include required ROTC, athletic or similar university events. Also included would be significant illness or family emergencies (documentation required). Students should notify the instructor in advance if they expect to miss a class during which an assignment is due.

Students should be aware that the assignment and grading structure outlined above are subject to change.

Important Dates:
Please see the university website for important dates!