

GD440

Capstone Project

[Onsite]

Course Description:

Each student will be assigned to a team to design a game approved by the instructor. The project content will involve several areas of study from courses in the program and the use of project management technique, including concept paper, design document and prototype of their game idea.

Prerequisite(s) and/or Corequisite(s):

Prerequisites: Completion of a minimum of 164 credits earned in the program of study including GD375 Level Design or equivalent and GD430 The Game Development Team or equivalent

Credit hours: 4

Contact hours: 60 (30 Theory Hours, 30 Lab Hours)

ITT TECHNICAL INSTITUTE
PROJECT

GAMING TECHNOLOGY CAPSTONE

STUDENT SYLLABUS

Instructor

Office hours

Class hours

I. MAJOR INSTRUCTIONAL AREAS

- Developing and proposing a game concept
- Creating a game design document (functional specification)
- Creating a team-based game project plan
- Creating a prototype of the game as a response to the game design document
- Testing the prototype as a response to the game test plan
- Polishing and iterating the prototype
- Creating the game pitch presentation
- Presenting the prototype in a live demo
- Doing the postmortem of the game project

II. COURSE OBJECTIVES

Upon successful completion of this course, the student is expected to:

- Demonstrate the ability to plan and manage the design, production, and implementation of the game.
- Incorporate major game development concepts and methods throughout the development process.
- Demonstrate an understanding of the game requirements document.
- Develop an effective game proposal document in response to the game requirements document.
- Create a project plan.
- Develop a game design document.
- Develop a game software prototype application in response to the game design document.
- Demonstrate technical capabilities by building the application using 2D texturing and 3D modeling/animation software and game engine programming processes.
- Perform testing for the game prototype.
- Demonstrate the ability to work in a team with leadership vision.
- Present the game prototype to an audience in a simulated game pitch environment.
- Critique and evaluate the game project experience.

III. TEXT AND SUPPLIES

The books and the resources to be used for this course are the same as those for all the other prerequisite technical courses of the gaming technology program. All equipment and software used in the previous quarters may be required for this course.

IV. EVALUATION

Proposal:	15%
Project Plan:	5%
Game Design Document:	20%
Prototype:	40%
Test Plan:	5%
Teamwork:	10%
Team Presentation:	5%

Final grades will be calculated from the percentages earned in class as follows:

A	90 - 100%	4.0
B+	85 - 89%	3.5
B	80 - 84%	3.0
C+	75 - 79%	2.5
C	70 - 74%	2.0
D+	65 - 69%	1.5
D	60 - 64%	1.0
F	<60%	0.0