CSC 241 Fundamentals of Game Design

General Information

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Department
Computing Sciences

Course Prefix
CSC

Course Number
241

Course Title
Fundamentals of Game Design

Course Information

Credit Hours
3

Lecture Contact Hours
3

Lab Contact Hours
0

Other Contact Hours

Catalog Description
This course focuses on designing player-centric games and conveying these to a development team. Students will study elements of a game design document, develop sample documents to communicate their game concepts, and produce games in teams. Topics to be covered include elements of gameplay, game concepts, core mechanics, level and world design, character development and design, and storytelling and narrative. Industry games will be critiqued on how well they embody player-centric design. This course is designed for the AS Game Programming and Design student.

Key Assessment
This course does not contain a Key Assessment for any programs
Prerequisites
CSC 141

Co-requisites
None

Grading Scheme
Letter

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Inquiry
Perseverance

Course Learning Outcomes

Course Learning Outcomes

1. Outline the key components of a player-centric video game including core mechanics, user interface, and the storytelling engine.

2. Construct essential elements necessary to compose a complete game design document.

3. Collaboratively produce games with a focus on adhering to a game design document.

4. Analyze the effects that design choices have on commercially published games.

Outline of Topics Covered

I. The Elements of Game Design

a. Games and Videogames

b. The Design Process
c. Game Concepts
d. Game Worlds
e. Creative and Constructive Play
f. Character Development
g. Storytelling and Narrative
h. Creating the User Experience
i. Gameplay
j. The Internal Economy of Games
k. Game Balancing
l. General principles of Level Design

II. The Genres of Games

a. Action Games
b. Strategy Games
c. Role-Playing Games
d. Sports Games
e. Vehicle Simulations
f. Construction and Management Simulations
g. Adventure Games
h. Artificial Life, Puzzle Games, and Other Genres
i. Online Games
j. The Future of Gaming