

SHOOT ACADEMY

Course Syllabus

Game Development Module Description

Game Development 1

If you pride yourself for having conquered all major titles in the know to be a qualified game critic, designing a game would make you appreciate how difficult it is to please you! We will be grounding students with the founding principles required in practical game design; providing them with structured knowledge from which they can readily apply when developing their game ideas. Important design elements covered include game mechanics, game structure, player engagement and character development. At the end of this session they would have their concept development and character development “workouts” to take-away and be ready for the next steps in game development. For aspiring game producers and avid gamers alike, this introductory game design class will shed fresh insights on game design elements and dimensions they had taken for granted when they enjoyed a good game.

Game Development 2

Now that you have experienced the “ah-huh!” moments in game design 101, let’s gear up for your first game production! After a warm-up session in game development, students will now learn the moves behind a GDD (for the uninitiated it means Game Design Document, the “secret manual” which your game production follows)! Before that students would also learn about the different dimensions in level design without which a level ceases to be fun (and therefore becomes meaningless!), setting their game world and developing a difficulty curve reasonable for players to scale. After acquiring the wisdom behind developing a GDD, students would also learn about crucial project management items involved in producing as well as how they “sell” their games and develop their first prototype for the world! At the end of this session, students should be equipped with the essential getup to begin their expedition to the hard-journey conquest of developing their first 3D game.

Game Development 3

Eager for some ACTION after learning about the great moves in game development? As the finale for this class and the next step in realising their game-making dreams, students will get their hands on prototype development! This will be an accelerated prototype development process as some of the most tedious backend work would have been pre-prepared by the academy to facilitate this exhausting exercise. Based on a sample GDD, students will design and build a first working prototype for the game which they will be able to demo and basically start playing with. Yes, this means by the end of the day students would have brought the game alive from papers into the 3D world!

Contact Information:

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Course program schedule

Game Development Module Program Schedule

**Program schedule is subject to changes*

Saturdays: 2pm – 6pm.

Time	Activity
1400 – 1440	Games Development 1 Key deliverables: <ul style="list-style-type: none">• Introduction to Game Design 101• Game Mechanics, Player Engagement and Structure adopted• Player Role + Character Development
1440 – 1530	Game Development 2 Key deliverables: <ul style="list-style-type: none">• Level design• Environment design• Difficulty curve• Games Design Document (GDD)• Project plan/trajectory• Games Pitch and Prototype Demo
1530 – 1800	Game Prototype Development <ul style="list-style-type: none">• LSL Intro/Recap• Building a game character• Scripting your game assets• Using SHOOT GDD to develop your first 3D game prototype

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