Today’s professors: Brandon Tearse and David Seagal

Noah is at a National Science Foundation workshop on games
Today’s agenda

• Introducing TAs (and evaluators?)
• Kenny Spade (Microsoft) on Imagine Cup
• Dan Heller (UCSC) on Business Design Competition
• Brief course overview
• Details of first assignment
• Calibration exercise
Introductions

TAs and evaluators
Kenny Spade

Imagine Cup — one of the three “outside opportunities” you can target next week
Dan Heller

Business Design Competition —
not required, but recommended for everyone
Brief course overview

Much more at:
http://www.soe.ucsc.edu/classes/cmps170/Fall10/
GDS Concept

• You will work all year to design and implement an innovative game with a team.

• 6–8 Game Design majors per team, with potential outside collaborators (art, music).

• This class you define concepts, form teams, and iterate design.

• High intensity class—e.g., developing seven game ideas per student in first three weeks.
How do I get into this class?

• We will not give you a permission code today — this decision impacts full year.

• Write up your circumstances (why do you need a code, why not wait) and preparation (why are you ready, classes and more) and email to Noah (nwf@soe) this weekend.

• Program faculty will decide each case by end of next week.
Do you want into this class?

- If you’re a Junior, you should wait to take this as a real Senior capstone.
- If you’re not in the Game Design major, you should not try to take this class (unless in already-approved independent major).
- But you can still be a member of a team, for the full year, w/ independent study credit — especially for art, music, writing, etc.
More class overview on Tuesday

with Noah and Michael Mateas
read the syllabus and come with questions
Personal Poster Session

This is your first assignment
Personal Poster Session

• Presenting yourself and your ideas — selling yourself as a team member.

• Practice in constrained idea generation.

• First, sign up for SVN (see email from Brandon) for turning in assignment.

• Assignment due 24hrs before your section meeting (5pm Sunday or 8:30am Monday).
Personal Poster Session

• Describe your relevant background (skills, play knowledge, desired team roles, etc).

• Present two original game ideas through text and image, poster and slides.

• One of the game ideas must be on the theme of satire or regret.

• Both must be good for 170 sequence.
Good projects for 170 sequence

- Minimal graphics production. Abstract, 2D, non-animated, procedurally rendered...?
- Informative to prototype. Main mechanics can be tested in quick iterations.
- Innovative idea. Explain in 30 seconds.
- Tractable idea. 6–8 undergrads, working hard for 9 months, but w/ other classes.
- More on this next week.
Good poster design

- This assignment provides practice in poster sessions as a communication approach.
- Headline: What’s catchy about your idea(s). Your name should also be highly visible.
- Look at design advice linked from syllabus.
- Your poster should be clearly organized, visual, quick to absorb, and without distracting font choices, color choices, etc.
EXAMPLE OF A “GOOD” POSTER
This poster was designed to be 6 feet wide by 4 feet high. Titles and text are deliberately kept to a minimum and the type is sized for easy reading. The flow of content is left to right. Acknowledgements and references are single spaced.

LANGMUIR SUPERCELLS

ABSTRACT
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Good posters use readable, large fonts, have images, aren’t too crowded, and get a few ideas across cleanly.
You can be creative, if you like...

... just also be clear.
Don’t forget the slides

• Don’t forget you’re also turning in brief slide presentations for both ideas — best ones presented in-class next Thursday.

• We’ll talk about good slide design and presentation style next week. Just follow your instincts this week.

• More details for everything on syllabus, questions email your section TA.
Calibration exercise

Answer questions now, turn in before you leave, either on paper or via email to your section TA
Questions from game company interviews

- Take a game you’ve played in the last month, how would you make that game better?

- You are working on a game with at least 1000 objects running around freely. How would you optimize the collision detection between these objects?

- You are given an array with ints between 1 and 1,000,000. One is in the array twice. How can you efficiently determine which one?

- There are n gas stations along a circular road, each with a limited supply of gas. You can only drive clockwise and you start with 0 gas. Knowing how much gas you need to get from each station to the next and how much you can get at each station, design an algorithm to find the gas station you need to start at to get all the way around the circle.