

**JOLIET JUNIOR COLLEGE
DEPARTMENT OF COMPUTER INFORMATION
AND OFFICE SYSTEMS**

COURSE SYLLABUS

Course Prefix and Number	Game 213
Course Title	Role Playing Game Programming
Curriculum	Computer Information & Office Systems
Lecture	4
Lab	0
Credit Hours	4
Prerequisites	GAME 202, and GAME 211, and CIS 246 or consent of department

Catalog Description

This course will teach students to use a low level graphic library such as DirectX to create games. Students will learn how to design and implement Role Playing games.

Course Objectives: See attached.

Prepared by:

Reviewed by:

Will Low
Dept. of CIOS
2/06

Revised 2/07

Ram Raghuraman
Department Chairperson Date

STUDENT MATERIALS

A. Textbook:

Title: Programming Role Playing Games with DirectX (Second Edition)

Author: Jim Adams

Publisher: Course Technology

B. Other Required Materials

None

Student Evaluation (Type of Grading)

A. PROJECTS

Students will be expected to develop several Role Playing game projects.

B. PAPERS (no. of pages, expository writing done outside of class required and graded in addition to essay examinations):

None.

C. EXAMS AND WHAT TYPE:

Quizzes and Exams.

JOLIET JUNIOR COLLEGE COURSE SYLLABUS

JOLIET JUNIOR COLLEGE

Course Prefix and Number: Game 213 Title: Role Playing Game Programming

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Introduction to Role Playing game	
2	Drawing with DirectX graphics	
3	Interacting with DirectXInput	
4	Playing sound and music with DirectX Audio and DirectXShow	
5	Networking with DirectXPlay	
6	Creating the Game Core	
7	Using 2D graphics	
8	Creating 3D graphics engines	
9	Mixing 2D and 3D graphics engines	
10	Implementing Scripts	
11	Defining and Using Objects	
12	Controlling Players and Characters	
13	Working with Maps and Levels	
14	Creating combat sequences	
15	Getting Online with Multiplayer gaming	
16	Final Project	

OBJECTIVES

1. The student will learn and use DirectX to write games.
2. The student will explore all the components in the Role Playing Games.
3. The student will create scripts for the Role Playing Games.
4. The student will mix the 2D and 3D graphics engines.
5. The student will develop Role Playing games.