



## Syllabus

### CSC 241 Fundamentals of Game Design

#### General Information

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**Date**

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**Author**

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**Department**

Computing Sciences

**Course Prefix**

CSC

**Course Number**

241

**Course Title**

Fundamentals of Game Design

#### Course Information

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**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

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

## SUNY General Education

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This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

## FLCC Values

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**Institutional Learning Outcomes Addressed by the Course**

Inquiry

Perseverance

## Course Learning Outcomes

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**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

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**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