804240 - P2VJ - Project II

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2018
Degree: BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
ECTS credits: 6
Teaching languages: Catalan, Spanish, English

Teaching staff
Coordinator: Pillosu González, Ricard

Prior skills
Knowledge of programming using C and C++. Experience coding small 2D video games.

Degree competences to which the subject contributes

Specific:
CEVJ 2. (ENG) Representar de forma esquemàtica i visual conceptes, idees i / o dades complexes a partir d'habilitats personals i referències externes, amb l'objectiu de transmetre atractiu, originalitat i creativitat.

General:
CGFC1VJ. (ENG) Dissenyar, desenvolupar, seleccionar i avaluar aplicacions i sistemes informàtics d'ò per a videojocs, assegurant la seva fiabilitat, seguretat i qualitat, d'acord amb principis ètics i la legislació i normativa vigent.

CGFC6VJ. (ENG) Analizar, diseñar, construir y mantener aplicaciones tipo videojuego de forma robusta, segura y eficiente, eligiendo el paradigma y los lenguajes de programación más adecuados.

Transversal:
01 EIN. ENTREPRENEURSHIP AND INNOVATION: Knowing about and understanding how businesses are run and the sciences that govern their activity. Having the ability to understand labor laws and how planning, industrial and marketing strategies, quality and profits relate to each other.

05 TEQ N2. TEAMWORK - Level 2. Contributing to the consolidation of a team by planning targets and working efficiently to favor communication, task assignment and cohesion.

Teaching methodology
During each class, the lecturer will first show the students the theory behind the problem that need solving. Together with the students, the lecturer will explore the different solutions that exist in the present that solve and simplify the complexities of real time applications like videogames.

The students will have to work on a special research project assigned by the teacher to then show it in class. All the material will stay online.

Learning objectives of the subject
Learn how to embark in the development of a video game of mid size.
Learn how to work in a large team and coordinate with the rest.
How to structure a micro studio, bringing all the required documentation.
## Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group: 18h 12.00%</th>
<th>Hours medium group: 30h 20.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hours small group: 0h 0.00%</td>
<td>Guided activities: 12h 8.00%</td>
</tr>
<tr>
<td></td>
<td>Self study: 90h 60.00%</td>
<td></td>
</tr>
</tbody>
</table>
# Content

<table>
<thead>
<tr>
<th>Category</th>
<th>Learning time:</th>
<th>Description:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Creation of a micro studio</strong></td>
<td>15h</td>
<td>Study of the project and group formation. Development of the internal roles for the groups. Presence inside the social networks. The SCRUM methodology.</td>
</tr>
</tbody>
</table>
The individual personal research project will weight 25%

Exercises
- Exercise 1 with a weight of 5% of the final grade: Introducing your micro studio.
- Exercise 2 with a weight of 5% of the final grade: Pitch Presentation.
- Exercise 3 with a weight of 15% of the final grade: Videogame Vertical Slice (prototype).
- Exercise 4 with a weight of 20% of the final grade: Videogame Alpha.

Final Exercise
- Exercise with a weight of 30% of the final grade: Fully functional videogame with all the documentation recording the evolution of the product.

Qualification system

The individual personal research project will weight 25%

Exercises
- Exercise 1 with a weight of 5% of the final grade: Introducing your micro studio.
- Exercise 2 with a weight of 5% of the final grade: Pitch Presentation.
- Exercise 3 with a weight of 15% of the final grade: Videogame Vertical Slice (prototype).
- Exercise 4 with a weight of 20% of the final grade: Videogame Alpha.

Final Exercise
- Exercise with a weight of 30% of the final grade: Fully functional videogame with all the documentation recording the evolution of the product.

Regulations for carrying out activities

All exercises will be presented in class. The content will be important as it will be the presentation skills of the group.
Bibliography

Basic:


Complementary: