

Course guide

804240 - P2VJ - Project II

Last modified: 20/07/2025

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| Unit in charge: | Image Processing and Multimedia Technology Centre | |
| Teaching unit: | 804 - CITM - Image Processing and Multimedia Technology Centre. | |
| Degree: | BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Compulsory subject). | |
| Academic year: 2025 | ECTS Credits: 6.0 | Languages: Spanish, English |

LECTURER

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| Coordinating lecturer: | Omedas Morera, Pedro |
| Others: | Omedas Morera, Pedro Fuentes Expósito, Maria Ángeles |

PRIOR SKILLS

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

TEACHING METHODOLOGY

Project-based learning. Students apply the knowledge learned in other subjects to the development of the project and seek information, consult with the teacher and learn new knowledge applicable to the project. Part of this project development work is carried out during classes, in which case the work is guided and supervised by the teacher. Another part is developed in teams, during class hours or during hours of autonomous work. Finally, another part is individual work for subsequent sharing.

LEARNING OBJECTIVES OF THE SUBJECT

- To recognise the concepts and procedures involved in managing video game creation projects.
- To demonstrate predisposition for active listening, both physical and mental, showing interest in the ideas and emotions of others.
- To apply instruments and techniques, both for generating ideas and management, in solving problems known differently and in creating opportunities in the field of video game design and development.
- To plan projects of casual video games, 2D video games and / or 3D video games, using project management tools as support.
- To make decisions about complex situations based on critical reflection, considering the ethical implications of actions.
- To collaborate effectively and responsibly as a member or leader of a team, in interdisciplinary contexts or not, considering the available resources.
- To identify biases, stereotypes and gender roles in their discipline and in the exercise of their profession.



STUDY LOAD

| Type | Hours | Percentage |
|--------------------|-------|------------|
| Hours medium group | 30,0 | 20.00 |
| Guided activities | 12,0 | 8.00 |
| Self study | 90,0 | 60.00 |
| Hours large group | 18,0 | 12.00 |

Total learning time: 150 h

CONTENTS

Creation of a micro studio

Description:

Group formation, establishing the roles and coordination approach
Select the tools for code development, communication, and planning

Full-or-part-time: 15h

Theory classes: 6h

Self study : 9h

Concept Discovery of the videogame

Description:

Identify the requirements of the Video Game
Conceptualization of the game and Game Design Document (GDD)
Creation of the Technical Design Document (TDD)
Art and Audio Bibles
Creation of the Project Development Plan
Creation and presentation techniques to Pitch the idea

Full-or-part-time: 20h

Theory classes: 8h

Self study : 12h

Coding the Vertical Slice

Description:

Initial architecture of the video game.
First implementation of map levels using tile editor.
Early version of characters, enemies and NPCs.
Early version of the core game play
Basic UI elements
Pitch the initial version of the game to stakeholders

Full-or-part-time: 45h

Theory classes: 18h

Self study : 27h



Coding the Alpha

Description:

Complete game play features
Optimization and implementation of advanced features
All the elements of the game are implemented
Pitch the alpha version of the game to stakeholders

Full-or-part-time: 50h

Theory classes: 20h

Self study : 30h

Gold version

Description:

Play testing
Polish gameplay
Polish the game design, art, and audio.
Testing and bug fixing
Website, trailer and final Pitch to stakeholders

Full-or-part-time: 20h

Theory classes: 8h

Self study : 12h

GRADING SYSTEM

Each student will create their own development diary where they will record their creative process: 25% of the final grade

Practices

- Practice 1 with a weighting of 10% of the final grade of the subject: Presentation of the micro company and Concept Discovery
- Practice 2 with a weighting of 15% of the final grade of the subject: Presentation of the prototype of the video game.
- Practice 3 with a weighting of 20% of the final grade of the subject: Presentation of the Alpha version of the video game.

Final project

- Practice with a weighting of 20% of the final grade of the subject: Presentation of the final game playable with and documentation of the evolution of the product.

Participation and learning attitude, which will be valued at 10%.

Irregular actions that may lead to a significant variation of the grade of one or more students constitute a fraudulent performance of an evaluation act. This action entails the descriptive grade of failure and a numerical grade of 0 for the ordinary global evaluation of the course, without the right to re-evaluation.

If the lecturers have indications of the use of AI tools not allowed in the evaluation tests, they may summon the students concerned to an oral test or a meeting to verify the authorship.

EXAMINATION RULES.

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



BIBLIOGRAPHY

Basic:

- Hill-Whittall, R. The indie game developer handbook. Burlington, MA: Focal Press, 2015. ISBN 9781138828421.
- Schwarzi, T. Game project completed: how successful indie game developers finish their projects. North Charleston: Createspace, 2014. ISBN 9781490555454.

Complementary:

- Michael, D. Indie game development survival guide. Hingham, Mass: Charles River Media, 2003. ISBN 9781584502142.