Lecture 1: Introduction

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CSE 125: Spring 2011

- Instructor
  - Geoff Voelker (voelker@cs.ucsd.edu)
  - CSE 3108
  - Hours: Mon 3-4pm
    » By email, also drop by

- TA
  - Andrew Huynh (a5huynh@ucsd.edu)
  - 2010 veteran!
History

- This course is modeled after a UW course
  - Created by John Zahorjan (UW prof) and Dennis Cannady (MS program manager (VisualBasic))
  - Dennis was the original inspiration for the goal & style of the course, John chose games
  - I was the TA for the first two classes (’97, ’98)
    » (>10 years already…sigh)

- UCSD
  - Have taught a version at UCSD since 2001
  - Projects are on the Web (for those hosted here at UCSD)
  - You are the 11th class!
Software System Design and Implementation

- Why isn’t this course titled, “Game Design and Implementation”?  
  - There are many other factors to game design that we will not touch on (e.g., AI, playability, etc.)
    - More on this later
- By the end of the course, you’ll hopefully realize that what you learned in doing the project will apply to any large software project that:
  - Is distributed, has performance constraints, has real-time constraints, has actual users other than the developers, etc.
  - The game provides the motivation :-)
- Another perspective: This course is an opportunity to apply everything you’ve learned in the major
Class Format

- Lectures
  - First week: Intro + tips and techniques

- Group meetings
  - Once a week meetings (30 mins) with us in lab
  - Groups and individuals will submit progress reports
  - We will discuss progress, problems, plans, changes
  - We can fit schedules
    - Try to use class periods
    - Try to be contiguous across groups
    - We’ll organize by email

- Guest lectures
  - From local games companies during lecture slots
  - New this year: From alums!
Class Sketch

- Specification, schedule, milestones: 1.5 weeks (1-2)
- Preliminary development: 2 weeks (3-4)
- Project development: 4 weeks (4-8)
- Spec freeze, alpha testing: 1 week (9)
- Beta testing: 1 week (10)
  - Ship at end of beta testing
  - Demo at seminar
- Review document: 1 week (11)
  - Due during Finals week
- Guest lectures sprinkled in
Your “Final”

- We will have a seminar, open to the public, where each team will demo their game
  - Four players drawn from the group and the crowd
  - Makes you look like totally awesome cool hackers
  - But it’s also “for real” → everyone will be watching!
    » (Last thing you want is a blue screen of death…)

- Friday afternoon of last week of class
  - Afternoon of Friday, June 3 (4-5:30pm)
    » Reserve this date now
  - Invite your family and friends!

- Written project report due at end of finals week
  - Low key, hard part is already over with
Atkinson Hall Auditorium

- High-res projector
- Excellent sound
Facilities and Platforms

- Class lab: EBU3B B220
  - P4 3.2 GHz w/ 2 GB memory – aging, but workable
    » (Perhaps some upgraded machines)
  - Upgraded to GeForce 8600GT 512MB video cards
    » We’ll demo on GeForce 8800 @ 1600x1200 resolution
  - Windows 7, DevStudio.NET, svn
  - Maya, 3D Studio Max, MilkShape3D
  - DirectX June 2010 (should be latest version)

- You should be able to work from home, too
  - Win7 from MS
  - DevStudio.NET from MS
  - Note: MS software for personal use, NOT for resale
Lab Use

- Consider the lab your home
  - But don’t move out of your apartment (it’s happened…)
- Lab is dedicated for CSE 125
  - Front door locked (but fire door in back is not)
  - Only CSE 125 accounts active on machines
- Locked cabinet, only accessible by folks in the class
  - Store books, controllers, etc.
  - Please lock up
Books and Controllers

- Many books in the lab locker
  - List is on course Web site

- Hardware
  - Logitech and Xbox360 controllers (force feedback)
  - Portable speakers
    - But expect to use headphones much of the time
  - Microphone

- I can always buy more
  - Let me know if there are some we should get
Art

- You already have skillz
- Troll the Web
  - Troll the Web
  - There is artwork for many games out there
  - Usually in some kind of "standard" format
    » Produced from modeling software
  - Can usually load directly into game using DirectX functions
  - If not, look at the code in the game editors to help figure out how to manipulate
- Find an artistic friend
  - Seriously…has happened successfully in the past
Speaking of Art...
And More Art...
Intellectual Property

- Speaking of trolling the Web...
- Many things are posted as “use freely”
- But if it isn’t
  - Ask before using…just takes an email, and people are usually flattered to have their stuff used

- Also, note that you own the copyright on the code that you write – not UCSD
  - Because you pay for your education
  - Not the same for grad students, staff, or faculty
- You can do whatever you want with your project
Group Web Pages

- Each group will maintain Web pages for the project
  - Schedule, milestones, comments, pictures, blatherings, etc.
- Think of your group Web page as a living design document for your project
- More to come
  - Once we get the groups established
Collaboration and Competition

- Everyone is in this together
- I want you to help each other out, even among groups
  - Especially solving bugs
  - Share code tips
    - E.g., this is how I created a frame buffer with these properties…
  - But not classes, modules, or files
    - Each group has to develop

- How?
  - Email (there will be a class list)
  - In the lab – the lab is there for your exclusive use
Grading

- A non-goal of the course is to worry about grades
  - Everyone can get an A in the class…
  - …as long as you contribute and collaborate

- We will be meeting with each group weekly
  - We will be able to determine whether you are a functioning and contributing group member

- Marital problems
  - Come to me if your group is having “issues”
    » The earlier, the better
  - We will solve these problems as a group
  - Working to support a group, engaging, and compromising are all part of your grade – do not compartmentalize
For Next Time...

- Meet with your groups
- Start discussing what you want your project to be
  - Look at the projects that have been done in the past
- We will lecture on strategy and tips
- And the countdown begins…
Questions

- Any questions?
Groups

- Form groups of 6
  - Choose team members
    - Primary constraint: Need graphics folks on each group
  - Choose a team name
- Work in pairs!