

PALOMAR COLLEGE
COURSE OUTLINE OF RECORD FOR
DEGREE CREDIT COURSE

Transfer Course A.A. Degree applicable course
(check all that apply)

COURSE NUMBER AND TITLE: GC 236 - Flash Game Design

UNIT VALUE: 3.0

MINIMUM NUMBER OF SEMESTER HOURS: 96

BASIC SKILLS REQUIREMENTS:

Appropriate language and computational skills

ENTRANCE REQUIREMENTS

PREREQUISITE: GC 208 Web Motion Graphics I

COREQUISITE: none

RECOMMENDED PREPARATION: none

SCOPE OF COURSE:

A hands-on introduction to game design using Flash 5. ActionScript for game development, screen layout, game interfaces, and structured game layout for effective game design. The course is designed to introduce students to Flash game design and concepts. Projects apply ActionScript and game layout principles (For beginning and intermediate levels.)

SPECIFIC COURSE OBJECTIVES:

- 1. Develop Game Principles and Layout.**
- 2. Analyze and Apply the Four Frame Concept**
- 3. Build buttons and Navigate using ActionScript.**
- 4. Develop Architecture and Navigation**
- 5. Write ActionScript Elements Used to Make Games.**
- 6. Design and Redesign Commercial Games**
- 7. Produce Hunt and Click Games**
- 8. Produce Catch and Avoid Games.**
- 9. Produce Ball and Paddle Games**
- 10. Produce Quizzes and Trivia Games.**

11. Individual project of building an interactive game.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

1. Game Principles and layout

2. Analyze and apply the “four frame concept”:

- a. Instructions Frame**
- b. Game**
- c. Win Frame**
- d. Lose Frame**

3. Build buttons and navigate using ActionScript.

- a. Introduction to ActionScript**
- b. What is it and where does it go?**
- c. Using Actions Window**
- d. Write a first Script**
- e. Creating buttons for user control**

4. Architecture and navigation

- a. Graphics for game elements**
- b. Design and layout**
- c. Menus/buttons/controls**

5. ActionScript Elements Used to Make Games.

- a. Controlling properties of MovieClip**
- b. Drag and Drop MovieClips**
- d. Accepting Keyboard input**

6. Design and Redesign Commercial Games

- a. Animating with ActionScript**
- b. Letting User control MovieClip**
- c. Using Variables**
- d. Performing Operations**
- e. Conditional Statements**
- f. Loops**
- g. Text and Strings**
- g. Creating Functions**
- h. Arrays**

7. Hunt and Click Games

- a. Disect Find-A-Fox Game**

- b. Disect Whack-A Fox Game
- c. Disect Shoot-a-Fox Game
- d. Catch and Avoid Games

8. Catch and Avoid Games.

- a. Disect Apple Catch
- b. Disect Apple Letter Catch
- c. River Rafting Game

9. Ball and Paddle Games

- a. Wall Ball
- b. Paddle Ball
- c. Paddle Bricks

10. Quizzes and Trivia Games

- a. Disect a Flash Quiz
- b. Disect Flash Trivia

11. Individual project of building an interactive game

REQUIRED READING:

Rosenzweig, Gary . *Flash 5 ActionScript for Fun and Games*, New York, Que. 2000. ISBN 0-7897-2524-X.

SUGGESTED READING:

Bhangal, Sham .*Foundation ActionScript*. New York, Friends of Ed Press. 2000. ISBN 0-903450-32-2

Macromedia Inc. *Macromedia Flash 5 ActionScript Reference Guide*, ZFL50M200. 2000.

REQUIRED WRITING:

- **Create an interactive game using four frame format, instruction frame, score keeping, win page, and lose page.**
- **Two or three page report on the history of games and the growing presence of games on the Internet.**

OUTSIDE ASSIGNMENTS:

- **Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments.**
- **Students are to read text, study lecture/lab notes, research and write required paper, and complete lab assignments.**
- **Students are to prepare class and project notebooks.**
- **Students will work on research and complete written assignments, study required text, complete handouts and spend time on own computer or in open lab completing computer assignments.**
- **Students will participate in online class chat sessions as well as post questions and answers to our Web Board Conference.**

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
 laboratory
 lecture-laboratory combination
 directed study

DISTANCE LEARNING:

This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.

Yes No

If yes, check all that apply:

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
 Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
 Two-Way Video Conferencing (Two-way interactive video and audio)
 One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
 Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students):

- 60% Final Presentation**
- 10% Written Assignments**
- 20% Assignments**
- 10% Exams**

GRADING SCALE

| | |
|------------------|----------|
| 1000-900 | A |
| 899-800 | B |
| 799-700 | C |
| 699-600 | D |
| 599-below | F |

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes **XX** No _____

Number of times course may be taken for credit: **4** _____

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

58161(c)(2)(A)

CONTACT PERSON: Lillian Payn

SIGNATURES ON FILE