



## DAGV 3460 Syllabus

For additional course information, including prerequisites, corequisites, and course fees, please refer to the Catalog: <https://catalog.uvu.edu/>

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**Semester:** *Spring*

**Year:** 2025

**Course Prefix:** *DAGV*

**Course and Section #:** *3460 001*

**Course Title:** *Game DEV III.*

**Credits:** 3

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### ***Course Description***

*This advanced course focuses on the full-cycle development of games in a team-based environment. Students will collaborate on creating and publishing a complete game, emphasizing advanced gameplay mechanics, optimization, and cross-platform deployment. The course also covers advanced project management, iterative design processes, and industry-standard tools and workflows.*

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### ***Course Attributes***

Discipline Core Requirements in Program

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### ***Instructor Information***

**Instructor Name:** *Anthony Romrell*

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### **Student Learning Outcomes**

Upon successful completion of this course, students will be able to:

1. Design, implement, and optimize advanced gameplay mechanics for complex games.
  2. Use project management tools to effectively plan and execute game development projects.
  3. Debug and optimize performance for cross-platform deployment.
  4. Publish a complete game on a chosen platform, such as Steam or Google Play.
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## Course Materials and Texts

- **Required Tools:** Unity, Unreal Engine (optional), GitHub, GitKraken, ClickUp (free version acceptable).
- **Supplementary Materials:** Tutorials, articles, and instructor-provided references.

## Course Requirements

### Assignments, Assessments, and Grading Policy

- **Planning Assignments:** Project proposals, Gantt charts, and team management documentation (15%)
- **Production Assignments:** Iterative development and milestone submissions (50%)
- **Final Project:** A fully polished, playable game published to a platform (30%)
- **Participation:** Active engagement in team collaboration and reviews (5%)

### Late Policy

- Planning assignments will not be accepted late.
- Production assignments will incur a 10% late penalty per day, with a cut-off at one week.

## General Description of the Subject Matter of Each Week

### Weeks 1-2: Planning and Pre-Production

- Week 1: Team formation, game concept ideation, and pitch presentations.
- Week 2: Project scheduling, resource allocation, and tool setup (Git, ClickUp).

### Weeks 3-6: Production Phase I

- Week 3: Gameplay prototypes and mechanic implementations.
- Week 4: Initial level designs and player interaction systems.
- Week 5: Integration of assets (models, animations, sound).
- Week 6: Delivering Milestone 1: Functional prototype with basic gameplay.

### Weeks 7-10: Production Phase II

- Week 7: Adding advanced features (e.g., AI, procedural generation).
- Week 8: Performance optimization and bug fixes.
- Week 9: Delivering Milestone 2: Beta version with finalized features.
- Week 10: Playtesting and iterative improvements based on feedback.

### Weeks 11-14: Finalization and Publishing

- Week 11: Final game balancing and polish.
- Week 12: Platform-specific adjustments and deployment preparation.
- Week 13: Final builds and publishing to a platform.
- Week 14: Team presentations and course wrap-up.

## Weekly Deliverables

- **Planning Deliverables:** Team game proposals, project schedules, and milestone goals.
- **Production Deliverables:** GitHub repositories with regular updates and pull requests.
- **Final Deliverables:** Completed and published game, along with a presentation video.

## Required Course Syllabus Statements

### Generative AI

Generative AI tools may be used for inspiration, ideation, or debugging but cannot replace original work. Teams must disclose AI usage in their documentation.

### Using Remote Testing Software

This course does not use remote testing software.

### Required University Syllabus Statements

Include the standard statements for Accessibility Services, Academic Integrity, Equity and Title IX, and Religious Accommodations from the syllabus template.

## Final Project Requirements

Teams will deliver:

1. **Published Game:** A completed, polished game deployed to a chosen platform (e.g., Steam, Google Play).
2. **Documentation:** Comprehensive project documentation, including Gantt charts and technical details.
3. **Presentation:** A 10-minute presentation showcasing the game, its development process, and key features.

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## *Required Course Syllabus Statements*

### Generative AI

*The use of generative AI tools is permitted for reference and inspiration purposes only. All submitted work must be original and created by the student. Plagiarism, including the uncredited use of AI-generated content, is strictly prohibited and will be addressed according to university policies.*

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### Using Remote Testing Software

This course does not use remote testing software.

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## *Required University Syllabus Statements*

### Accommodations/Students with Disabilities

Students needing accommodations due to a permanent or temporary disability, pregnancy or pregnancy-related conditions may contact UVU [Accessibility Services](#) at [accessibilityservices@uvu.edu](mailto:accessibilityservices@uvu.edu) or 801-863-8747.

Accessibility Services is located on the Orem Campus in BA 110.

Deaf/Hard of Hearing students requesting ASL interpreters or transcribers can contact Accessibility Services to set up accommodations. Deaf/Hard of Hearing services can be contacted at [DHHservices@uvu.edu](mailto:DHHservices@uvu.edu)

DHH is located on the Orem Campus in BA 112.

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### **Academic Integrity**

At Utah Valley University, faculty and students operate in an atmosphere of mutual trust. Maintaining an atmosphere of academic integrity allows for free exchange of ideas and enables all members of the community to achieve their highest potential. Our goal is to foster an intellectual atmosphere that produces scholars of integrity and imaginative thought. In all academic work, the ideas and contributions of others must be appropriately acknowledged and UVU students are expected to produce their own original academic work.

Faculty and students share the responsibility of ensuring the honesty and fairness of the intellectual environment at UVU. Students have a responsibility to promote academic integrity at the university by not participating in or facilitating others' participation in any act of academic dishonesty. As members of the academic community, students must become familiar with their [rights and responsibilities](#). In each course, they are responsible for knowing the requirements and restrictions regarding research and writing, assessments, collaborative work, the use of study aids, the appropriateness of assistance, and other issues. Likewise, instructors are responsible to clearly state expectations and model best practices.

Further information on what constitutes academic dishonesty is detailed in [UVU Policy 541: Student Code of Conduct](#).

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### **Equity and Title IX**

Utah Valley University does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, gender expression, age (40 and over), disability, veteran status, pregnancy, childbirth, or pregnancy-related conditions, citizenship, genetic information, or other basis protected by applicable law, including Title IX and 34 C.F.R. Part 106, in employment, treatment, admission, access to educational programs and activities, or other University benefits or services. Inquiries about nondiscrimination at UVU may be directed to the U.S. Department of Education's Office for Civil Rights or UVU's Title IX Coordinator at 801-863-7999 – [TitleIX@uvu.edu](mailto:TitleIX@uvu.edu) – 800 W University Pkwy, Orem, 84058, Suite BA 203.

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### **Religious Accommodation**

UVU values and acknowledges the array of worldviews, faiths, and religions represented in our student body, and as such provides supportive accommodations for students. Religious belief or conscience broadly includes religious, non-religious, theistic, or non-theistic moral or ethical beliefs as well as participation in religious holidays, observances, or activities. Accommodations may include scheduling or due-date modifications or make-up assignments for missed class work.

To seek a religious accommodation, a student must provide written notice to the instructor and the Director of Accessibility Services at [accessibilityservices@uvu.edu](mailto:accessibilityservices@uvu.edu). If the accommodation relates to a scheduling conflict, the notice should include the date, time, and brief description of the difficulty posed by the conflict. Such requests should be made as soon as the student is aware of the prospective scheduling conflict.

While religious expression is welcome throughout campus, UVU also has a [specially dedicated space](#) for meditation, prayer, reflection, or other forms of religious expression.