3D Engines in Practice – Project Development

Instructor
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Course Description
This course focuses on the development of artificial intelligence within the context of virtual environments games, and specifically the practical application of concepts within a game or simulation group project. Students complete design documentation, and development milestones throughout the term. Groups also present their work to their peers.

Course Pre-Requisites / Co-Requisites
None

Course Objectives
Students will reinforce basic design methodology and learn advanced techniques for game and simulation systems in a 3D engine via development of a group project.

Project Milestones
Teams will complete these milestones in the course:

Project Design – Plan for the project (10/3)
Design Prototype – "Proof of Life"; demonstration of "vertical slice" (10/20)
Prototype Presentation – Live presentation of prototype work to peers (10/21)
Production Release –Feature complete version of project (final submission) (12/8)
Post-Mortem Presentation – Reflection on challenges, successes, and outcomes (12/9)

Course Expectations
Read and adhere to the syllabus. Emails requesting information contained in the syllabus will receive the lowest priority for response with no guaranteed turnaround. Practically, this means responses will come only after the remaining email queue of the instructor is otherwise empty. This condition occurs approx. once every 24 months.

Students should visit office hours for project help and grade questions. Do not send email to, send private messages to, or "@" instructors or TAs about project help or grades. The TAs and instructor will often try to answer questions in the chat when possible, but the way to get personalized help is to visit or make arrangements!

Important non-project correspondence be via email. The chat system is helpful for simple questions and allows students to help one another, but students should not expect responses to important questions via chat. Please allow 48 business hours for responses; instructors and TAs have many responsibilities and respond as is practical.