



*Your First Step to Game Programming...*



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## **Contents**

Motive .....	3
Objective of the Program.....	3
Program Overview .....	4
Certification and Accreditation .....	4
Tuition and Fees.....	5
How it works .....	5
What it requires .....	6
Software Requirements .....	6
Program Requirements.....	6
Application and Procedure .....	7



*Your First Step to Game Programming...*

## Motive

**Gameprogramming.org Studio** offers game programming tutorials in a course format for free of charge. Our program, the tutorial, is designed to help the participants to be a **junior game developer** with a portfolio in the game programming and design field. In today's trends 'jobs' of game industry, the majority of game companies are only looking for those job applicants who have a good and decent portfolio to show off their skills along with their passion and dedication; of course, their experiences and education are also taken into account. In some cases, there are some game companies that may not even consider any job application that doesn't have a demo or code to show besides their resume. This is one of the reasons why our program exists. It is designed to help the participants who are new and wish to learn about game programming and design. The program will provide the participants to start learning to build their first game from 2D to small basic 3D game from scratch through coding. Each of the courses will help the participants to build their portfolio, but most importantly, the knowledge is to be gained.

If you're new to game programming with passion and dedication and think you can take on the challenge to create your portfolio, this is where you can start.

## Objective of the Program

The objective of the program is to share our game programming and design knowledge to the new beginners who wish to start in the game programming industry for free of charge. There are many great colleges and universities out there that offer game programming or game design degree. Our program is meant to provide a foundation knowledge of the beginning game programming in addition to the college whether the participants who are currently attending or not. It's the first step to game programming.



*Your First Step to Game Programming...*

## **Program Overview**

Game programming is hard and challenging but yet rewarding. Our game programming program provides the foundation knowledge of game programming and design where the participants who are new to the game programming field can learn and advance to their next game programming level. It's a time based program, not fully a self paced program, and very demanding from the participants. The program will take the participants from step one in game programming from learning how to program to how to design a graphic for their own game. The program is heavily based on both sides of programming and game graphic design. It's to believe that as a game programmer, the participants should know how to create their own game graphics regardless of the outcome quality. It's an extra tool and knowledge that will aid the programmers to understand and communicate with the artist more effectively as well as interpreting or examining the art. The programming part will take the graphics that was designed by the participants into their own game and make them go live. By the completion of the program, the participants will have good foundation knowledge of how game programming works as well as how game graphic creates. From there, the participants can learn the advance topics on their own or take an advanced game course in college or online college.

## **Certification and Accreditation**

Since our program is meant to share and provide our knowledge to the game developer's community, we are not in anyway officially accredited or endorsed by any game company or educational accreditation committees. However, we will provide a certification by the end of the program. It's meant to show that you've completed the program. Most importantly, this isn't about certification. It's about what you can learn from the program and what you can take away from it to enhance and further your game programming education.



*Your First Step to Game Programming...*

## **Tuition and Fees**

There is no tuition and fees to the program. The textbook and software that are to be used will be available freely according to the course and its licensee.

## **How it works**

The program will utilize the SMF Forum Software to facilitate all of its learning materials and communication.

The program is a timed based learning. In other words, the course is a self paced, however, the assignments, projects, and exams are expected to be completed by the assigned dates. Meaning, the participants are expected to make their own schedule to read the materials, watch the audio, and do the assignments or exam by the due date. Failure to complete certain assignments, projects or exams may result in termination of the participant's admission status at our discretion. We value in this academic integrity where you must complete a task on time and with a result. Think of this as your new job - we assign you a task with enough instruction and information, and you must complete it by the deadline or else you will get fired.

Each participant can freely register their own account on the site, however, gaining access to a course is based on the prerequisite completion, admission session, and course availability.

Each course will last around 8 to 12 weeks based on the course content, and the program will take up to a year or more depending on the individual's progress.

Each student will be required to participate in the discussion forum weekly according to the course requirement or syllabus.



*Your First Step to Game Programming...*

## **What it requires**

In order to be successful in the program and worth your time spending here with the site, you must have dedication, motivation, and preparation as this is not easy as it sounds. If you have those, the program will take you to the next level of game programming.

In addition, you will need to have an internet access of course as this is online learning.

Also, a good teamwork skill is needed as most of the course requires team assignment where the participants will be required to work in a team.

In order to have a completion status and receive the certification, you must complete all courses in the program requirements, see below.

## **Software Requirements**

Windows Vista and Windows 7.

Trial Version of the following (full version if you have): Autodesk Maya 2011, Photoshop CS4/CS5, Zbrush.

Visual C++ Express 2008 or 2010 or Professional version.

Gimp 2.0 and other software required by the course will be instructed.

## **Program Requirements**

All admitted participants are required to take every course in the order of the phase from Phase 1 to 5.

### **Phase 1**

C++ for 2D Game Programming with Direct2D/Direct3D 10 and Raknet

Pixel Art with CS4/CS5 and Gimp 2.0

Introduction to Autodesk Maya 2011 for Game Art.

### **Phase 2**

DirectX10 3D Game Programming I

Autodesk Maya 2011 Part II for Game Art.



*Your First Step to Game Programming...*

#### Phase 3

DirectX10 3D Game Programming II

Math for Game Programmer

Data Structure for Games in DirectX10

#### Phase 4

DirectX10 3D Game Programming III

AI Game Programming in DirectX10

Math for Game Programmer III

#### Phase 5

Multiplayer Game Programming with Raknet

Advanced AI Research and Development for Games

Data Structure for Games in DirectX10 II

## **Application and Procedure**

Admission to our program is limited due to the number of availability of the volunteer instructors that can accommodate a certain class size.

The participant may apply and register for the program based on the opening available session. The opening session will be available every quarter or term. The date will be announced on the website. We use quarter system as in a semester system comparing to the college for easy comprehension.

The procedure is as follows:

- Date Announced for Application Submission: At this time, the participant may start to fill out the application and send it in.
- Admission Notice: The participants will receive an Admission Notice email confirming whether or not they're accepted to the program.



*Your First Step to Game Programming...*

- Acceptance of the Program: The participants will then be required to send the confirmation of Acceptance of the Program.
- Access to the Program: By this time, the participants will have access to the course, online-library, and other site features.
- Course Start Date: The participants are now in course session and required to participate in the course accordingly.

Application Requirements:

- The participant must be at least 13 years of age or older. If the participant is younger than 13, a parental approval is needed.
- Must have at least between 4-8 hours a week to do the assignments, projects or exam from the course.
- Microphone for online meeting is required in some courses.
- Completed the Application with Entrance Exam.
- You will need to have Windows 7/Windows Vista as some courses use DirectX10.
- Motivation, Dedication, and Passion.