



Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Course Title - Multi-User Game Programming I

Course Prefix and Number - Game 1353

Department – Computer Science

Division – Technology & Business

Course Type: (check one)

- Academic General Education Course (from ACGM – but not in WCJC Core)
- Academic WCJC Core Course
- WECM course (This course is a Special Topics or Unique Needs Course: Y or N)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

Course Catalog Description - Network topologies, architecture and protocols, and communication in game and simulation programming. Introduces sockets programming utilizing TCP and UDP protocols in a high-level language. Focuses on blocking and asynchronous modes.

Prerequisites/Co-requisites - ITSE 2331

List Lab/ Other Hours
Lab Hours 2
Clinical Hours 0
Practicum Hours 0
Other (list) 0

Prepared by: Donna Schilling

Date: 7-8-2015

Reviewed by Department Head: Donna Schilling

Date: 7-08-2015

Accuracy verified by Division Chair: David Kucera

Date: 8/12/15

Approved by Dean or Vice President of Instruction: Leigh Ann Collins

Date: 12-18-15



I. Topical Outline – Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, clinical or other non-lecture instruction):

- Multi-player overview
- Peer to Peer Computing
- Client Server Computing
- Socket Based Connections
- Socket Server (SmartFox Server)
- Game Lobbies
- Personal Inventory Systems
- Communicating with Other Players
- Interacting with NPC
- Designing Quests
- Social Communities

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>Describe network topologies and their relationship to multi-user game and simulation programming; identify the fundamentals necessary for writing multi-user games; and develop programs using socket protocols for multi-user games.</p>	<p>All outcomes will be assessed by one or more of the following:</p> <p>Programming Projects Tests and Quizzes Final Exam</p>

III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

- Flash Multiplayer Virtual Worlds by Makzan From Packet Publishing ISBN: 978-1-849690-36-2
- USB Flash Drive
- High-speed Internet Connection

IV. Suggested Course Maximum - 18

V. List any specific spatial or physical requirements beyond a typical classroom required to teach the course.

- Computer for each student
- ActionScript 3.0 can be installed
- Adobe Flash CS4
- MySQL 5.1
- SmartFox serverPro version 1.6.6 per student

VI. Course Requirements/Grading System – Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course

Labs	20-40%
Tests and Quizzes	20-40%
Projects	20-40%
Final Exam	20-40%
Attendance & Participation	0-20%

100 -90	= A
89 - 80	= B
79 - 70	= C
69 - 60	= D
and below	= F

VII. Curriculum Checklist

- **Academic General Education Course** (from ACGM – but not in WCJC Core)
No additional documentation needed
- **Academic WCJC Core Course**
Attach the Core Curriculum Checklist, including the following:
 - Basic Intellectual Competencies
 - Perspectives
 - Exemplary Educational Objectives
- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.