Today

- Introduction
- Movie
- Overview and Administrivia
- Form groups
CSE 190: Spring 2003

- Instructor
  - Geoff Voelker (voelker@cs.ucsd.edu)
  - AP&M 5131
  - Will have office hours
    » Email better
    » Can also drop by

- TA
  - Tim Foley (tfoley@cs.ucsd.edu)
  - Email (no explicit office hours?)

- Special Thanks
  - Aditya Bansod (MS student rep), Mark Hayes (MSR)
  - Donated books, software, shirts, machines, etc.

History

- This course is modeled after a UW course
  - Created by John Zahorjan (UW prof) and Dennis Cannady (MS program manager (VisualBasic))
  - Dennis was the original inspiration for the style of the course, John chose games
  - I was the TA for the first two classes (‘97, ‘98)

- UCSD
  - Have taught a local version at UCSD twice (‘01, ‘02)
  - Projects are on the web (for those hosted here at UCSD)
  - Two promos:
    » UCSD TV segment (still airing), ~11 mins
    » Short promo hot off the presses, ~3 mins
Software System Design and Implementation

- Why isn't this course titled, “Game Design and Implementation”?
  - There are many other factors to game design that we will not touch on (e.g., AI, playability, etc.)
    » More on this later
- By the end of the course, you'll hopefully realize that what you learned in doing the project will apply to any large software project that:
  - Is distributed, has performance constraints, has real-time constraints, has actual users other than the developers
  - The game is motivation :-)  
- Essentially, this course gives you the opportunity to apply everything you've learned in the major

Class Format

- Lectures
  - First week or so (still deciding)
    » Intro, DirectX and COM, applied SE
- Group meetings
  - Once a week meetings (30 mins) with me and Tim in lab
  - Groups and individuals will submit progress reports
  - We will discuss progress, problems, plans, changes
  - We can arrange any time
    » Does not have to be this slot
    » Try to be contiguous across groups
    » We'll organize by mail
- Guest lectures (hopefully)
  - Sony, Angel Studios?
Class Sketch

- Specification, schedule, milestones: 1.5 weeks (1-2)
- Preliminary development: 2 weeks (3-4)
- Project development: 4 weeks (4-8)
- Spec freeze, alpha testing: 1 week (9)
- Beta testing: 1 week (10)
  - Ship at end of beta testing
  - Demo at seminar
- Review document: 1 week (11)
  - Due during Finals week
- Guest lectures will be sprinkled in

At The End

- At the end of the quarter…
- We will have a seminar, open to the public, where each team will demo their game
  - Four players drawn from the group and the crowd
  - Makes you look like awesome hackers
  - But it’s also “for real” → everyone will be watching!
- Tentatively afternoon of Friday of last week of class
  - Afternoon of June 6
Facilities and Platforms

- Class lab: AP&M 3313 (status is...?)
  - P4 1.9 GHz w/ 512 MB memory
  - GeForce3 Ti500 64 MB video
  - Windows XP, DevStudio.NET, WinCVS
  - DirectX 9
- You should be able to work from home, too
  - WinXP from MS
    » Win2K/98/ME should be sufficient
    » NT4.0 won’t work (DirectX 8.0 does not run on NT4.0)
  - DevStudio.NET from MS
  - WinCVS from http://www.wincvs.org/
- Note: MS software, books for personal use, NOT for resale

Books

- From Microsoft
  - MS books – use them as reference
    » “Writing Solid Code” is a decent book, worth flipping through
  - No great DirectX book that I’ve found
  - “Game Programming Gems” by DeLoura (editor) (1, 2, 3)
    » Amazon.com: $70
    » Each group will have two copies Recommended
- Recommended
  - “3D Game Engine Design” by David Eberly
    » Amazon.com: $65
  - “Real-Time Rendering” by Thoman Moller and Eric Haines
    » Amazon.com: $59
New Donations

Art

- There is no time for you to do your own art
- Troll the Web
  - There is artwork for many games out there
  - Usually in some kind of "standard" format
    - Produced from modeling software
  - Can usually load directly into game using DirectX functions
  - If not, look at the code in the game editors to help figure out how to manipulate
  - Tim can provide some tips, too
**Intellectual Property**

- Speaking of trolling the Web...
- Many things are posted as "use freely"
- But if it isn’t
  - Ask before using…just takes an email, and people are usually flattered to have their stuff used
- Also, note that you own the copyright on the code that you write – *not* UCSD
  - Because you pay for your education
  - Not the same for grad students, staff, or faculty

---

**Group Web Pages**

- Each group will maintain web pages for their project
  - Schedule, milestones, comments, pictures, blatherings, etc.
- Think of your group Web page as a living design document for your project
- More to come
  - Once we get the groups established, we’ll get the pages up
Collaboration and Competition

- Everyone is in this together
- I want you to help each other out, even among groups
  - Especially solving bugs
  - Share code tips
    - E.g., this is how I created a frame buffer with these properties…
  - But not classes, modules, or files
    - Each group has to develop
- How?
  - Discus Web discussion board
    - http://discus.ucsd.edu
  - Email (there will be a class list)
  - In the lab

Grading

- A non-goal of the course is to have you worry about grades
  - Everyone can get an A in the class…
  - …as long as you contribute
- We will be meeting with each group weekly
  - Tim and I will be able to determine whether you are a functioning and contributing group member
- Marital problems
  - Come to me if you are having “issues” with a group member
  - We will solve these problems as a group
  - The earlier, the better
Groups

- Form groups of 6
  - Choose team members
    » Primary constraint: Need graphics people on each group
  - Choose a team name
  - Choose a team representative

CSE 191

- Steve Rotenberg is teaching a video game seminar
  - Formerly of Angel Studios
  - He is going to lecture on exactly what this course is not about
- CSE 191
  - Friday, 5:00pm – 6:20pm
  - Peterson Hall, room 102
  - Pass/no pass
- I strongly encourage you to attend his seminar
  - I am going to try to (not the best time, but oh well)
Questions

- Any questions?

For Next Time...

- Meet with your groups
- Start discussing what you want your project to be
- Tim will give the next lecture on strategy and tips
- And the countdown begins…