Instructor:
Dr. Ufuk Çelikcan
- e-mail: celikcan@cs.hacettepe.edu.tr
- office: Room 204 of the Dept. of Computer Engineering Building.

Teaching Assistant: TBA

Prerequisites:
Students are required to have passed the following three courses to be eligible for both BBM421 and BBM423.

- BBM102 Intro. To Programming II
- BBM104 Intro. To Programming II Lab.
- BBM412 Computer Graphics

Textbook:
There is no required textbook for the classes. Course notes will be provided as slides by the instructor.

Venue:
All 421 classes and 423 labs will be at the Computer Graphics Lab. (next to D9 on 1st floor).

BBM421 Game Technologies Grading:
- Term Project Stage 0: Proposal: 10%
  Submitted materials:
  - a proposal document
  - and a presentation document outlining the proposal document
- Term Project Stage 1: Progress #1: 17.5%
  Submitted materials:
  - a presentation document outlining the project progress
- Term Project Stage 2: Progress #2: 25%
  Submitted materials:
  - a presentation document outlining the project progress
- Term Project Stage 3: Final: 40%
  Submitted materials:
  - a presentation document outlining the finalized game
  - Unity project folder of the finalized game
- Game Trailer (Video) of the Finalized Game: 7.5%

Submitted materials:

- Game trailer (video)

BBM421 Term Project:

- A game project implemented in Unity is developed throughout the term.
- The project can be carried out individually or as a group of at most 3 students.

BBM423 Game Technologies Lab. Grading:

In-class exercises*: 40%

Game Upgrade Assignment 1**: 30%

Game Upgrade Assignment 2**: 30%

* In-class exercises will be during BBM421 classes. No additional lab hours will be necessary for these.

** Two simple games are assigned to each student at the beginning of the term. Students develop (upgrade) the 2 games so that they are more fun to play. Students are completely free as to how to improve the games, i.e., they can change everything except the core mechanics of the game. Upgrade Presentations will be during the lab hours.

Below is the schedule for 2019 Spring Semester

<table>
<thead>
<tr>
<th>#</th>
<th>Date Range</th>
<th>Event Description</th>
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</thead>
<tbody>
<tr>
<td>#1</td>
<td>(25 ŞUBAT – 1 MART )</td>
<td>GAME UPGRADE ASSIGNMENTS ARE ANNOUNCED</td>
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<tr>
<td>#2</td>
<td>(4-8 MART )</td>
<td>GAME UPGRADE ASSIGNMENTS PROPOSAL PRESENTATIONS</td>
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<tr>
<td>#3</td>
<td>(11-15 MART )</td>
<td>GAME PROJECT PROPOSAL PRESENTATIONS</td>
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<tr>
<td>#4</td>
<td>(18-22 MART )</td>
<td>GAME PROJECT PROGRESS #1 PRESENTATIONS</td>
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<tr>
<td>#5</td>
<td>(25-29 MART )</td>
<td>GAME PROJECT PROGRESS #2 PRESENTATIONS</td>
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<tr>
<td>#6</td>
<td>(1-5 NİSAN )</td>
<td>GAME UPGRADE ASSIGNMENT #2 PRESENTATIONS</td>
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<tr>
<td>#7</td>
<td>(8-12 NİSAN )</td>
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<tr>
<td>#8</td>
<td>(15-19 NİSAN )</td>
<td>GAME PROJECT FINAL PRESENTATIONS</td>
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<td>#9</td>
<td>(22-26 NİSAN )</td>
<td>GAME PROJECT PROGRESS #1 PRESENTATIONS</td>
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<td>#10</td>
<td>(29 NİSAN – 3 MAYIS)</td>
<td>GAME UPGRADE ASSIGNMENT #1 PRESENTATIONS</td>
</tr>
<tr>
<td>#11</td>
<td>(6-10 MAYIS )</td>
<td>GAME PROJECT PROGRESS #2 PRESENTATIONS</td>
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<td>#12</td>
<td>(13-17 MAYIS )</td>
<td>GAME UPGRADE ASSIGNMENT #2 PRESENTATIONS</td>
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<td>#13</td>
<td>(20-24 MAYIS )</td>
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<td>#14</td>
<td>(27-31 MAYIS )</td>
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<tr>
<td>#15</td>
<td>FINALS (10-21 HAZİRAN)</td>
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