CSC 4263 Video Game Design

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Video Game Design is a team-based, project-oriented course covering all aspects of video game design and implementation. Each group of 3 or 4 students forms a video game “company” to brainstorm, storyboard, and “pitch” a game design. Each company then implements their approved design in program code, graphics, sound, and music. The completed project is “sold” in a final presentation before a panel of game industry veterans, with awards given in a variety of categories.

This is a Distance Learning course, presented via high-definition video teleconference in collaboration with the University of Illinois at Chicago (UIC). CSC 4263 is cross-listed as ART 4020. It is part of the Digital Media AVATAR Minor, and is open to Computer Science, Art, and Music majors. Pre-requisites are CSC 3102, ART 2050, or MUS 2732 respectively.

Recent student projects developed for the TacTile 52” multi-touch table...

“ZooBall” – Infinite State Entertainment (2009)  
Andrew Bumashin (LSU), Joan Long (LSU), Michael Stanovite (UIC), Arthur Nahmiste (UIC)

“Rampart 2” – Chicagaux Games (2009)  
Robert Crowe (LSU), Ashley Zienowski (UIC), David Slisy (UIC), Ashleigh Wiatrowski (UIC)

“Fire Hazzard” – Olympus Studios (2009)  
Brett Johnson (LSU), Sean Jeffrouse (LSU), Eddie Ricevron (UIC), Zac Zimmerman (UIC)

“Zocon Gaiden” – Tuff Panda (2009)  
Billy Luellen (LSU), Brad Dehorne (LSU), Joseph Auerman (UIC), Andrew Stanley (UIC)

“Ballbuster” – HamsterWheel Games (2009)  
Kenton Robinson (LSU), Michael Davis (LSU), Paul Grenning (UIC), Mike Baker (UIC)

“Zombie Apocalypse” – Egoshots Unlimited (2009)  
Richard Perkin (LSU), David Jackson (LSU), Yasser Mostafa (UIC), Niran Barn (UIC)

“Neo Tank” – Nemesia Games (2010)  
Philip LeBlanc (LSU), Brady Dehorne (LSU), Joseph Auerman (UIC), Nabil Kherouf (UIC)

“Rise O’ the Urchins” – Dark Tide Software (2010)  
Kenton Robinson (LSU), Michael Davis (LSU), Paul Grenning (UIC), Mike Baker (UIC)

“Reach” – Kenchi Games (2010)  
Jason Dean Matlow (LSU), Sara Fradella (LSU), Tia Shelby (UIC), G. Daniel Felt (UIC)

Kevin Anthony Cherry (LSU), Katherine Herrin (LSU), Ivan Collazo (UIC), Matthew Byrns (UIC)

“SK8” – atRealCO (2010)  
David Dixon (LSU), SH Ning Sun (LSU), Daniel I. Ban (UIC), Jame- son Li (UIC)

“POL” – Magnetic Enigmatic (2010)  
Jeremy Dean Meador (LSU), Lee Vanderlick (LSU), Karen Chakravarti (UIC), Todd R. Siler (UIC)

“SuperSurgeon” – Pacemaker Games (2010)  
Hunter Whiteside Shea (LSU), Andre Langston (LSU), Kyrle Van Loo (UIC), Nick Wilkinson (UIC)

Joshua Lewis (LSU), Brett Smith (LSU), Xiao Ming Li (UIC), Robin Ragnenvik (UIC)

“Frogger” – Red Wing Games (2010)  
Geoffrey Badeaux (LSU), Jessica Bouvier (LSU), Rommel Bhardwaj (UIC), Rohan Dargad (UIC)