

CS4344 Networked & Mobile Gaming

Module Information



Mobile Gaming

- ★ Introduction to Mobile Games
- ★ Mobile Game Architecture, Design and Tools
- ★ 2D Mobile Games: General Programming Structure, Game Engine, SVG
- ★ Multiplayer Mobile Games
- ★ Game UI, Playability, Persistent Storage, Audio/Video
- ★ 3D Games

Networked Gaming

- ★ Introduction to Networked Games
- ★ Effects of Networks on Games
- ★ Effects of Games on Networks
- ★ Consistency and Interest Management
- ★ Game Server Architectures
- ★ Scalability Issues
- ★ Cheat Prevention and Detection

Assessment

- ★ Final Exam (35%)
- ★ Project (40%)
 - Mobile Game Development Project [Network/Location based]
- ★ Assignments (15%)
 - Mobile Gaming – 1 Assignment
 - Network gaming – (2-3 Assignments)
- ★ Labs (10%)
 - From week 3. (check course web regularly)
 - Week 3,4,5,6 === > 4 exercises. Attendance is compulsory. Refer to LAB guide.
 - Emulation mode

Lecture:

- ★ Mon 10-12 AM === S16/405

Tutorial:

- ★ Alternate weeks for mobile gaming. Starts from week 3.
- ★ Discussion on the Project & Assignment. Prepare and come with questions. You are responsible to make the session interactive and interesting.

Lab:

- ★ Starts from week 3.

Course Web

- ★ www.comp.nus.edu.sg/~cs4344
 - For everything related to the course
- ★ ivle
 - Forum. High level of participation is recommended.
 - Continuous feedback/comments about the course. Direct feed-back is preferred.

Mobile Gaming

- ★ Objective: To **develop** a networked mobile game.
- ★ Project handout: posted in web. (refer to course website)
- ★ Assignment 1: Will be up in the course website
- ★ Lab Guide: Will be up in the course website

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