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

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  - 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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