1. Goals of the course:
   (a) Investigate Cocos2d-x as a gaming API
   (b) Training in making presentations
   (c) Investigate procedural generation techniques and how they might be utilized in games for mobile devices

2. Grading Policy for students taking 3 credits:
   • Good attendance and positive contribution to the class.
   • Two Programming Projects:
     (a) Custom Hello World
     (b) Motion, Collision w/ side of screen, sound & music, Multiple sprites
   • Short presentation
   • Final Game Animation with win condition, and demonstrated incorporation of 2 topics presented by students.

3. Tentative Grading Policy for students taking 1 credit:
   • Good attendance and positive contribution to the class.
   • Two Programming Projects
     (a) Custom Hello World
     (b) Motion, Collision w/ side of screen, sound & music, Multiple sprites
   • Final Animation that demonstrates something interesting

4. Policy and Syllabus: Policy & syllabus can be found on my web page. www.brianmalloy.com

5. Venue: The course meets in McAdams 114 on Tue, from 5:00 until 6:00. If the instructor has not arrived by 5:15, you may leave.