

Department of Computer Science, Clemson University
CpSc 416/616, 2D Video Game Development with C++
Policies and Information

Brian Malloy, PhD

January 6, 2015

Office: 313 McAdams Hall	Internet: www.brianmalloy.com
Office Hours: by appointment	e-mail: malloy@clemson.edu

1. The textbook for this course is *Effective C++: 55 Specific Ways to Improve Your Programs and Designs*, by Scott Meyers. Additional material in the course repository and webpage.
2. Tentative Grading Policy ($\pm 10\%$):

Two Exams	40%	
Programming Projects	45%	
Quizzes	5%	
Final Exam Week		Apr 27–May 1, M–F
Final Exam	10%	Thu, 3:00–5:30 PM
Last day to withdraw		Jan 21 st
Spring Break		Mar 16–20, M–F

3. *Grading*: Questions about grading must be submitted in writing, and placed under my office door within three days of the return of the graded material. The instructor will re-grade the entire submission. No individual grading questions will be answered during or after lectures.
4. *Electronic Devices*: You may not use laptops or other devices during lecture.
5. *Behavior*: Do not engage in side conversations during lecture; direct your questions and comments to all of us because we're all interested in learning more about software development.
6. *Questions*: Will be answered during lecture, office hours, or Piazza.
7. *Attendance*: Your attendance at lecture implies that you have made a decision to listen attentively and to participate in relevant discussions.
8. *Policy and Syllabus*: Policy & syllabus are in the course repo, and on the course web page.
9. *Venue*: The course meets in McAdams 119 on Mon & Wed, from 2:30 until 3:45. If the instructor has not arrived by 3:45, you may leave.
10. *Projects*: There will be seven (7) programming projects written in C++ and all of these must be submitted using the `handin` command. Non-handin submissions will not be graded.
11. *Final Project*: Initial programming projects will be written individually. However, for the final programming projects you may work in groups of sizes 1 to 3, with the expectation that the synergy of working together will produce more substantial, interesting and unique results. Nevertheless, you may choose to develop your project by yourself. The goal is for each student to acquire an understanding and working knowledge of object-oriented software development using design patterns, and memory management.
12. *Grades*: The grading scale is: 90 or better is an A, 80 or better is a B.