

# CS790R: WaterCraft

Sushil J. Louis

<http://www.cse.unr.edu/~sushil>  
SEM 257, SEM 201 (784-4315)

## Office hours

- T from 10 a.m. - 1:00 p.m. And by appointment. Send email to [sushil@cse.unr.edu](mailto:sushil@cse.unr.edu)

## Syllabus

We will develop a real-time strategy game for research and teaching. This game, WaterCraft, will be based on Starcraft 2 and will build on the FastEcslent Game engine.

The class will be divided into two or three project groups that will be building the core systems of an RTS game. You will be presenting your group's work periodically through the course. While working on your problem, you will be asked to find, read, and present papers pertaining to your project, or that you find interesting. Become familiar with library and internet resources. In addition to your presentations, there may be research presentations from graduate students, faculty, and other speakers.

Finally, you will learn how to efficiently read technical papers, write technical reports, present technical work, and perform scientific research and development. I **encourage and require** enthusiastic class participation.

Please look in <http://www.cse.unr.edu/~sushil> for pointers to papers and other information useful for this course. I would like each of you to set up a web page and keep a pointer to your work (graphical and textual).

If you do not already have one, you will need to get an account on CSE department machines. Do this at the end of the first class. To get a CSE account, go to <http://www.cse.unr.edu/department/support/account-obtain.html>

Your grade will depend on your delivered code, documentation, presentations, demonstrations, and project reports. I will expect to see you after each presentation to discuss the presentation and assign you a grade.

## Communications

If I need to communicate with the class as group I'll place a notice on the class web page. You are required to check the website and your email every day - I will send email to your CS email address. Get yourself a cs account and implement mail forwarding if you need to. Other Internet resources can be found on the class web page

This is a research oriented class. Research projects or research and development projects that you start in this class will usually constitute the bulk of a Master's or Ph.d. thesis or professional paper.

## Services

Academic Success Services: Your student fees cover usage of the Math Center (784-4433 or [www.unr.edu/mathcenter/](http://www.unr.edu/mathcenter/)), Tutoring Center (784-6801 or [www.unr.edu/tutoring/](http://www.unr.edu/tutoring/)), and University Writing Center (784-6030 or <http://www.unr.edu/writing/>). These centers support your classroom learning; it is your responsibility to take advantage of their services. Keep in mind that seeking help outside of class is the sign of a responsible and successful student.

## **Video/Audio Recording**

Surreptitious or covert video-taping of class or unauthorized audio recording of class is prohibited by law and by Board of Regents policy.

This class maybe videotaped or audio recorded only with the written permission of the instructor. In order to accommodate students with disabilities, some students may have been given permission to record class lectures and discussions. Therefore, students should understand that their comments during class may berecorded.

## **Student Success Services**

Your student fees cover usage of the Math Center (784-443 or [www.unr.edu/mathcenter/](http://www.unr.edu/mathcenter/) ), Tutoring Center (784-6801 or [www.unr.edu/tutoring-center](http://www.unr.edu/tutoring-center) ), and University Writing Center (784-6030 or <http://www.unr.edu/writing-center>). These centers support your classroom learning; it is your responsibility to take advantage of their services. Keep in mind that seeking help outside of class is the sign of a responsible and successful student.”