



El Camino College
COURSE OUTLINE OF RECORD – Official

Subject:	GPM
Course Number:	290
Descriptive Title:	Game Production Capstone Studio
Division:	Library and Learning Resources
Department:	Games and Playable Media
Course Disciplines:	Games and Playable Media
Catalog Description:	In this advanced capstone studio, students work on focused group projects with clearly defined roles and responsibilities. Students will work in a self-directed way to create documentation, apply design processes and techniques, and work on an original concept for a group project. Teams will then make the assets needed to create a final game. Projects will focus on mechanics, programming, narrative, sound, dialogue, animation, and art elements to create a compelling play experience. Students will develop a project from pre-production to release in a collaborative studio environment to put game production skills in action!
Prerequisite:	GPM 220
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	4
Outside Study Hours:	4
Total Course Hours:	108
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	Fall 2026
Transfer UC:	Yes
Effective Date:	pending Fall 2026
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	

Term:	
Other:	
CalGETC:	
Term:	
Other:	
Student Learning Outcomes:	Upon completion of this course students will be able to: 1. collaboratively and individually create and maintain essential documentation to support a game development project from initiation to completion. 2. create final digital or production assets and collateral based on their role in order to advance the development of a single player or multiplayer game to a beta or early access state. 3. create and work to project milestones with daily/weekly deliverables and peer review in a collaborative group project setting.
Course Objectives:	Collaborate with at least two classmates on a game project, with comparable contributions from all members. Identify project milestones within each development state and create a schedule for milestone deliverables. Develop and maintain design documentation based on project stages and milestones. Create task lists and assign tasks to each member, ensuring workload is within project timeline & scope. Create role-specific assets and implement them into the project, using pre-created assets when necessary while ensuring copyright and licensing are respected. Evaluate feedback from play testers and peer critique, maintaining balance between design intent and playtesting feedback. Engage in regular team meetings, ensuring project alignment & allowing for project and workload evaluation.
Major Topics:	Lecture Topics: I. Project Planning and Execution A. Project milestones B. Project management C. Task management D. Team organization & roles E. Evaluating Scope II. Game production A. Source control B. Asset management C. Role-specific techniques and workflows D. Collaboration techniques

	III. Analysis and Critique A. Constructive critique B. Team feedback and evaluation C. Playtesting IV. Representing Your Work A. Role-specific portfolio expectations B. Portfolio development C. Branding and voice Lab Topics: I. Project Management A. Task management B. Schedule development C. Managing scope D. Project goals and deliverables E. Teamwork communication and collaboration F. Source control II. Game Production A. Iterative processes B. Design documentation C. Feature prototyping D. PreProduction 1. Vertical slice 2. Macro design 3. Production schedule E. Production 1. Alpha and beta milestones 2. Testing F. Post-production 1. Polish 2. Game feel III. Presentation, Analysis, and Critique A. Presentation of project work B. Pitch deck C. Critique and feedback
Total Lecture Hours:	36
Total Laboratory Hours:	72
Total Hours:	108
A.1. Primary Methods of Evaluation (Part 1 - CCN courses only):	
Primary Method of Evaluation:	3) Skills demonstration

Typical Assignment Using Primary Method of Evaluation:	You will work collaboratively to develop a game project up to or as close to release ready as possible. You will work in interdisciplinary teams where you collaborate on design activities but hold programming, technical art, producer, and any other necessary unique roles to see the project through from inception to completion. You will pitch game ideas to the class to determine which projects will be greenlit for development. Provided that you have consent from prior collaborators, you may pitch games that you have worked on in previous courses. Pitching such projects does not guarantee that they will be selected for development. The project should use an industry standard game engine unless you have received approval from the instructor with regard to team capabilities and project scope such that you can complete development this semester building from custom code. Your team will work to develop all aspects of the game including all documentation, assets, scripts, and collateral materials.
Critical Thinking Assignment 1:	At this point in the term, your development team has a project that is ready for the first round of playtesting. These will be short technically oriented playtests that are designed to take the player no more than 15 minutes. You will ultimately run playtests with an external audience, but today we will be using lab time to run internal playtests with members of the other teams. In the first part of class I will review the test protocols that each team has developed. You can continue working on other development activities while I confirm that your testing scripts are appropriate for today's task. Once I have met with all of the teams, you will take turns circulating among different teams. One member of each team will stay with their game to conduct testing and take notes, and each team member must run the test for their game at least once. You should not make edits or changes between rounds to your test scripts based on player feedback, but you may modify them if players are experiencing confusion in relation to the tasks they are directed to complete in game (i.e. if there is a problem with the directions in your script). After we have completed a full round of playtesting, we will debrief the testing process and you will make notes on both changes you plan to make to your game and changes you plan to make to your testing protocol before doing public playtesting.
Critical Thinking Assignment 2:	Throughout this course you are required to maintain a developer journal. Journal entries can be mixed media. You will document key activities that you have engaged in each week as well as reflections on the game development process. You can use mixed media for your developer journal and I encourage you to include screenshots and other evidence of the development process to support your documentation and reflection.
Other Evaluation Methods:	Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Schell, Jesse. <i>The Art of Game Design: a Book of Lenses</i> . Elsevier/Morgan Kaufmann, 2019 (3rd addition). (discipline standard)
Alternative Texts:	

Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	GPM 220
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	Essential technical and communication skills and competencies for working on a game development team GPM 220 - Form a project group with at least two class peers and work collaboratively on a game project that incorporates assets from all group members. GPM 220 - Create project milestones within the group project to plan and manage the project from narrative development to a final animation. GPM 220 - Working in a group context, develop a full range of game assets as needed for a project incorporating those assets into the game. GPM 220 - Create weekly deliverables to demonstrate progress in a group project. GPM 220 - Understand and create the key deliverables of pre-production and production for a game project.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	
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Enrollment Limitations and Category:	

Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	03/17/2025
Original Board Approval Date:	06/26/2025
Effective Term:	FA 2026