2014 SI@UCF Java/Mobile Development Class Syllabus

Course Description: The course assumes knowledge of basic I/O, variables, if statements and loops in any programming language. A background will be given in these concepts and object-oriented design during the first week of the course relevant to mobile development while the last two weeks will focus on learning how to write a cross platform game on PC, Mac, Linux and Android.

Grading: Homework Assignments: 40% (a minimum of 8 must be completed)
Test: 30%
Final Project: 30%

The number of homework assignments completed will depend on each student's pace. Once an assignment is finished, students will move on to the next assignment in the queue. Naturally, some students will finish more assignments than others, but it is expected that all students complete at least eight assignments. The daily schedule is included below:

Day	Lecture	Recitation	Assignment
7/7	Java I/O	Java Variables	I/O Practice
7/8	Java if statements	Java loops, arrays	Tracking Spending
7/9	Calling instance methods – Random	Calling static methods – Math class	Guess Game
7/10	User Defined Classes	Class Example	Pac-Man
7/11	User defined methods	Java GUI	Moving Box
7/14	Introduction to libGDX	Test on Java Basics	Character Collage
7/15	Drawing Sprites	Moving Sprites	Character Jump
7/16	Create Sprite Map	Keyboard/Touch Input	Setup Scene
7/17	Collision	Collision Exercises	Character Exploration
7/18	Side Scrolling	Moving the Screen	World Exploration
7/21	Pass through Collision	Power-up Objects	Count Coins
7/22	Restarting game after death/win/close	List of items to reset	Reinitialize Method
7/23	Anything the student want to know to make their projects successful.		Free work on final project.
7/24	Google Play	Creating Assets for Google Play	Large Icon and Project Write Up.
7/25	Wrap Up		Turn in final project