Course Objectives:

Upon successful completion of this class, students should be able to:

◊ Illustrate an understanding of the concepts behind game programming techniques.
◊ Write clear and efficient code relevant to professional game development.
◊ Be able to identify game genres, goals, and rules, and effectively apply them to design the game play.
◊ Be able to connect elements of interface, images, sounds, and code into a well functioning application using a game engine.

Programming and Design environment:

Unity Game Engine, C#, Visual Studio or Xcode, Blender

Topics: Learning the Unity game engine, sprites, collision detection, 3D environments, game genres, rules, and goals, MDA (mechanics, dynamics, aesthetics), interfaces, and animation.

If you are self-motivated, hard-working, and want to learn more about how to design and develop games, this is the right course for you!