A. COURSE DESCRIPTION
   Credits: 3
   Lecture Hours/Week: *.*
   Lab Hours/Week: *.*
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: None
   An overview of how to develop interactive games. Essential aspects of interactive fiction, sprites, animation, audio, graphics, physics, threading, scripting, and event handling in the context of game development. Students develop a game in a group. Prerequisite: CS 2322. Might not be offered every year.

B. COURSE EFFECTIVE DATES: 01/14/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
   1. The major content areas are interactive fiction, sprites, animation, audio, graphics, physics, threading, scripting, and event handling in the context of game development.

D. LEARNING OUTCOMES (General)
   1. Students will demonstrate understanding of the breadth of aspects of game development. Students will demonstrate understanding of game animation. Students will demonstrate understanding of game physics. Students will demonstrate using a game engine to develop a game.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   None

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted