

Bemidji State University

CS 3380: Game Development

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