

AGGP 131C : Introduction to 2-D and 3-D Game Development

This course focuses on the fundamental aspects of programming, development, and design for games using 2-D gameplay. Other topics explored include an introduction to 3-D programming, single-system multiplayer programming, multi-platform programming, and support for data originating from level editors. The coursework is structured with several hands-on projects, classroom presentations, a team project, and a final public presentation.

Credits 3

Lab/Practicum/Clinical Hours 3

Lecture Hours 2

Prerequisite Courses

AGGP 101C

AGGP 103C

CPET 107C