AGGP 225C : 3-D Game Engine Application Development

Use of a commercially available game engine or framework. The majority of the work in the class will be hands-on using these technologies. A common practice within the industry is team development of applications using licensed game engine technology. Students will understand how to use the engine's interwoven mesh of different systems, which include user input, networking, and rendering. Game modification, also known as "modding," and source control will be covered.

Credits 3
Lab/Practicum/Clinical Hours 3
Lecture Hours 2
Prerequisite Courses
AGGP 131C
AGGP 140C
CPET 125C