

SPRING 2015

Computer Science

Current Topics

CS 391-1

Monday, Wednesday, Friday
2:00 - 2:50 p.m.
Parkinson 202

Instructor – Justin Selgrad

Game Programming Concepts

Game Programming Concepts introduces the students to major game programming and game design themes, theories and concepts. Students will be exposed to fundamental game programming and design concepts through 2D game development. The core of the course will center on the analysis of major game mechanics and other fundamental skills that are expressed in multiple games across several genres. There is a strong focus on analysis and discovery learning. Students taking this class will be expected to observe existing mechanics, analyze and attempt to reproduce them both in documentation and in code.

Students will learn fundamentals of game programming concepts such as collision detection and response, rudimentary state-based A.I., state-based game loops, real-time interaction via player input, and responding to events, to name a few.

Prerequisites: CS 202

Textbook: TBA