Course Name	GAME PROGRAMMING	Course Code	COMP 519		
Credit Hours	3	Contact Hours	Theory	Lab	Total
			2	2	4
Offered as	☐ University Requirement ☒ College Requirement ☐ Program Requirement ☐ Core ☒ Elective ☐ ITEC ☒ COMP ☐ CNET				
Level	9	Prerequisite	NIL		

Course Description:

This course is intended to be a next step in computer programming. Development of programming skills using software environment of a game engine and its scripting language. 3D concepts for game play, modeling, and programming. Roles needed in software development team. Contrast creation of original 3D object models for game world with incorporation of pre-created generic models

Course objectives:

- Demonstrate knowledge of the Unity Game Engine interface.
- Demonstrate knowledge of the Integrated Development Environment (IDE) of computer programming.
- Design and write a simple game – from idea to player execution.
- Debug simple games and activities that demonstrate programming skills learned.
- Use the programming structure learned in Visual Basic language as a basis for learning JavaScript and C# scripting language to manage, manipulate, and animate the game objects in Unity

Grading	☒ Exam 1	10%	☒ Exam 2	10%	☒ Assignment(s)	20%
	☒ Final	40%	☒ Lab	20%	☐ Mini Project	

Text Book:

- Tom White “Hadoop: The Definitive Guide” Fourth Edition, O’reilly Media, 2015. ISBN -13: 978-1491901687
- Seema Acharya, Subhasini Chellappan, First Edition "Big Data Analytics" Wiley 2015. ISBN-13: 978-8126554782

References:

- Learning C# Programming with Unity 3D By Alex Okita. A K Peters/CRC Press; 1 editio (August 1, 2014)
- Practical Game Development with Unity and Blender by AlanThorn. Cengage Learning PTR; 1 edition (June 11, 2014)