CM 242 : Video Game Design II

This course picks up where CM 142 left off. In addition to creating games at a higher technical and aesthetic standard, presentation skills (as in "presentation to potential investors") are emphasized. May be repeatable up to 6 credits.

Credits 3

Lecture Hours 3

Designation

DA

Recommended Preparation

Algebra, Geometry, Trigonometry, basic Javascript, basic C# scripting.

Prerequisites

A grade of C or better in CM 142

Course Outcomes

- Create, work and write basic 3D assets in Unity 3D and programming scripts applicable to gaming in C# language.
- Publish games to mobile and web platforms.
- Identify game design elements in order to offer constructive critique to existing games.
- Express ideas to "potential investors" using clear, concise and persuasive speech and presentation skills and identify the function and expectations of people in roles within a professional Game Design and Development team.