IMGD 3000 : Technical Game Development I

This course teaches technical Computer Science aspects of game development, with the focus of the course on low-level programming of a computer games. Topics include 2D and 3D game engines, simulation-type games, analog and digital controllers and other forms of tertiary input. Students will implement games or parts of games, including exploration of graphics, sound, and music as it affects game implementation.

Department
Interactive Media and Game Development

Category
Category I (offered at least 1x per Year)

Units 1/3

Recommended Background
CS 2303.