CIT 143: Programming for Game Developers I

This course introduces programming for game developers. Students learn the basics of game programming using a popular game programming language and start out creating simple text games and move on to windows programming with an introduction to DirectX. The student leaves this course with a basic understanding of programming and the basic programming skills to start programming games. Prerequisite: CIT 140 and CIS 120 or permission of the instructor. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

1. Design a program to solve a problem.
2. Create and differentiate structured and object-oriented programming.
3. Recognize and use data types including arrays and strings.
4. Understand how to put all of this together to develop simple games.

Credits: 3
Program: Computer Information Technology