



CIT 165: Game Scripting

The course covers an introduction to game scripting. It will be both an introductory programming course and an intro to game modification and design using scripting languages. Offers students an opportunity to understand the basic principles of game engines and how to control games and game engines through relatively simple scripting techniques. Examines several different game engines including those where scripting is visual and those where scripting is textual. Studies critical concepts, including the game loop and triggering/collision events. Students choose game engines and scripts to implement based on critical analysis of existing games and on their own aspirations for being innovative game designers. Prerequisite(s): CIS 120 and CIT 143 or permission of the instructor. Three lecture hours per week.

Course Student Learning Outcomes

1. Students will identify, discuss, evaluate the role of scripts in the development of games. 2. Apply appropriate scripting structure and syntax for game development.

Credits: 3

Program: Computer Information Technology