CIT 261: Fundamentals of Game Engine Design

This course covers various components of game engine design. A well-designed game engine handles processing and reduces the unique coding requirements, making the game more efficient and effective. Students learn how to put together a game engine that can be used by multiple games. The course addresses such aspects of game engines as graphics, sound, input, and tools. Pre or co-requisite: CIT 242 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. Be able to write a game engine that has 2D graphics, sound and input.
2. Know how to create a library that could be used by multiple programs.
3. Understand the pros and cons of writing your own game engine versus licensing a pre-made engine.

Credits: 3
Program: Computer Information Technology