



CIT 142: Computer Game Level Building

This course provides an introduction to planning and building game levels with a level editor. Students learn the importance of good level building and puzzle creation. Students are exposed to more than one level editor, and their strengths and weakness will be discussed. Pre or co-requisite: CIT 140 or permission of the instructor. Three class hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Computer Game Level Building will be able to:

1. Understand Level editing techniques
2. Understand the principles of classic architecture in level design
3. Understand optimization techniques for efficient level design
4. Test play the levels, and examine them for defects

Credits: 3

Program: Computer Information Technology