



CIT 242: Programming for Game Developers II

This course expands the knowledge base in programming that was begun in CIT 143. Students further their knowledge of programming and DirectX and focus on more complex gaming techniques. Topics include advanced use of graphics, sound, and input, and an understanding of new and emerging software technologies as they relate to game development. Three lecture hours per week. Competency met: Technical Literacy (8.0) Fall, Spring

Course Student Learning Outcomes

1. Students who successfully complete Programming for Game Developers II will be able to:
2. Create code that is well organized and commented
3. Create simple games with sound, graphics and input (while using a game developer kit or game engine).
4. Understand simple and advanced 2D graphics concepts and be able to use them
5. Understand simple 3D graphics concepts and be able to use them.

Credits: 3

Prerequisites:

CIT 143 or permission of the instructor.

Subject: Computer Information Technology

Instructional Support Fee Applies