CIT 260: Topics in Game Programming

This course covers a variety of issues that are important in game development. Topics include artificial intelligence, game world dynamics, human interfaces, and supporting tools. The course incorporates new developments in the programming area as they emerge. Students use their foundation in C++ to apply each topic to a computer game program. Prerequisite: 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. Program basic artificial intelligence in a game.
2. Understand how to use game world dynamics to create a richer game experience.
3. Understand the concepts and application of human interface programming.
4. Understand the concepts, development of and use of supporting tools.
5. Gain further proficiency in programming.
6. Apply these diverse topics to the development of a game program.

Credits: 3
Program: Computer Information Technology