

MBG650 : Mobile Game Development II

The Mobile Game Development II Course is the second of two courses in the Mobile Gaming Master of Science degree program that focus exclusively on the development of the students' own mobile game. In this course, students will further the development of their mobile game by completing directed engineering and programming exercises. Topics will include object-oriented programming, merging classes, memory limitations, screen limitations, obtaining resources, solo testing, and improved performance.

Credits 3