

GDB239 : Project and Portfolio III: Game Development

The Project and Portfolio III: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course revolves around a development project with an emphasis on teamwork as well as project planning and documentation. Students will be introduced to a software quality-assurance cycle with a focus on peer review and proper defect-reporting mechanisms. Student assignments include milestone planning, implementation of features, and design and implementation of a quality-assurance cycle.

Credits 3