

# GDB359 : Project and Portfolio V: Game Development

The Project and Portfolio V: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on game-engine systems for handling dynamic interaction between 3-D objects. Students will extend and apply their knowledge of game engines to build systems for detecting and reacting to collision between objects. Students will also develop acceleration structures to reduce pairwise tests for collision detection and the building of the visible set for rendering. Approaches for physics simulations are also applied, allowing for more believable dynamic movement of 3-D objects in games.

**Credits** 3