

GDB479 : Project and Portfolio VII: Game Development

The Project and Portfolio VII: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will begin their software quality-assurance cycle, emphasizing proper defect-reporting mechanisms and correction. Student assignments include the maintenance of technical-design documentation, the implementation of game technology, the implementation of a quality-assurance cycle, and continued work on and completion of game projects.

Credits 3