GDN3113 : Scripting for Designers III

Scripting for Designers III builds upon the programming and scripting concepts learned in previous courses. Students will continue to develop their familiarity with the technical structure underlying games. Topics covered include software architecture principles, game artificial intelligence, and metric-reporting features. This course will prepare students to be able to create software that best allows for rigorous testing and reuse while being robust against defects.

Credits 3