

# GDN348 : Project and Portfolio IV: Game Design

The Project and Portfolio IV: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course builds on students' knowledge of level design, systems design, and game mechanics. Students will be tasked to study games in the marketplace and learn how to prototype similar mechanics and features. Doing this research and recreation will serve to improve their understanding of industry expectations. Students will also demonstrate a thorough approach to documentation.

**Credits** 3