

GDB469 : Project and Portfolio VI: Game Development

The Project and Portfolio VI: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course immerses students in a game development project with an emphasis on teamwork. The project is composed of two milestones. Students will apply the skills developed in previous classes and begin work on their project by coding their core gameplay and major features for their game.

Credits 3

Course Length 4 weeks