

GDN119 : Project and Portfolio I: Game Design

In Project and Portfolio I: Game Design, students will construct a basic software program using code outside of a game engine. Through this work, students will gain experience with procedural logic in a scripting language, linear thinking, and data-driven behavior. They will then revise their project inside of a AAA game engine to illustrate the difference between working with an engine and without one. By the end of the course, students will understand programming fundamentals and game-engine basics.

Credits 3