

# GDN4318 : Game Balancing

The Game Balancing course teaches students how to use level design and system design knowledge from previous courses to create projects that capitalize on the strengths of their own designs. Students will also learn about communicating to the player through a user interface. In addition, students will learn how to call certain design elements final and when to cut features that are deprecated or not synergistic with the overall design direction.

**Credits** 3