

**JOLIET JUNIOR COLLEGE  
DEPARTMENT OF COMPUTER INFORMATION  
AND OFFICE SYSTEMS**

**COURSE SYLLABUS**

<b>Course Prefix and Number</b>	GAME 250
<b>Course Title</b>	iPhone Programming for Games
<b>Curriculum</b>	Computer Information & Office Systems
<b>Lecture</b>	4
<b>Lab</b>	0
<b>Credit Hours</b>	4
<b>Prerequisites</b>	CIS 130 or equivalent, or consent of the department.

Catalog Description

Students looking to focus on developing applications for the iPhone and iPod touch will learn advanced coding techniques. OpenGL ES (3D and 2D), OpenAL, QuartzCore, and peer to peer bluetooth and wi-fi networking will be covered.

Course Objectives: See attached.

Prepared by:

Reviewed by:

H. Low  
Dept. of CIOS  
8/10

Ram Raghuraman  
Department Chairperson      Date

## STUDENT MATERIALS

### A. Textbook:

Title: iPhone Games Projects

Author: PJ Cabrera

Publisher: APress

### B. Other Required Materials

Flash drive

### Student Evaluation (Type of Grading)

#### A. PROJECTS

Students will be expected to develop a final project.

#### B. PAPERS (no. of pages, expository writing done outside of class required and graded in addition to essay examinations):

None.

#### C. EXAMS AND WHAT TYPE:

Quizzes and Exams.

#### D. GRADED ASSIGNMENTS

Several programming assignments.

#### E. GENERAL GRADING POLICY INCLUDING CRITERIA AND WEIGHTING FOR FINAL SEMESTER GRADE

- |                           |     |
|---------------------------|-----|
| ○ Programming Assignments | 30% |
| ○ Final Project           | 15% |
| ○ Quizzes                 | 15% |
| ○ Exams                   | 40% |

# JOLIET JUNIOR COLLEGE COURSE SYLLABUS

## JOLIET JUNIOR COLLEGE

Course Prefix and Number: GAME 250 Title: iPhone Programming for Games

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Introduction	
2	Quartz Core	
3	Core Animation	
4	Core Audio – Audio Session	
5	Core Audio – Audio Units	
6	OpenAL - Basics	
7	OpenAL – Surround Sound	
8	Midterm Exam	
9	Open GL – 2D	
10	OpenGL – Collision Detection	
11	OpenGL - Texturing	
12	OpenGL – 3D	
13	OpenGL - Buffering	
14	Bluetooth Interaction	
15	Wi-Fi Multiplayer Interfacing	
16	Final Exam	

## OBJECTIVES

1. The student will learn simple two dimensional graphic drawing
2. The student will explore basic animation
3. The student will learn how to use OpenAL to play stereo and surround sound effects
4. The student will create 2D and 3D graphics using OpenGL
5. The student will utilize Bluetooth and Wi-Fi to create multiplayer games