

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

COURSE SYLLABUS

Course Prefix and Number	GAME 211
Course Title	Game Development I
Curriculum	Computer Information & Office Systems
Lecture	4
Lab	0
Credit Hours	4
Prerequisites	GAME 200 and CIS 130 or consent of department.

Catalog Description

This course introduces students the development of computer and video games. Students will learn how to design and implement 2D games using game engines.

Course Objectives: See attached.

Prepared by:

Reviewed by:

H. Low
Dept. of CIOS

Revised 2/07

Ram Raghuraman
Department Chairperson

Date

STUDENT MATERIALS

- A. Textbook:
- Title: Basic Game Design and Creation
- Author: Swamy
- Publisher: Charles River Media

- B. Other Required Materials None

Student Evaluation (Type of Grading)

- A. PROJECTS
- Students will be expected to develop several game projects.
- 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.

JOLIET JUNIOR COLLEGE COURSE SYLLABUS

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Course Prefix and Number: GAME 211 Title: Game Development I

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	The history of video game	
2	Discuss elements of game design	
3	Processes of game design	
4	Introduction to game engine	
5	Objects, events, and sprites of the game engine	
6	Begin 2D arcade game development	
7	Keyboard and mouse controls	
8	Discuss scoring in computer games	
9	Midterm Project and Midterm Exam	
10	Explore another game engine	
11	Begin 2D scroller game development	
12	Discuss game world and game balance	
13	Begin 2D strategy game development	
14	Level Design	
15	Motion control and motion design	
16	Final Project	

OBJECTIVES

1. The student will learn the history of video game.
2. The student will explore the elements of game design.
3. The student will understand the process of game design.
4. The student will use game engines to create games.
5. The student will develop 2D arcade game.
6. The student will develop 2D scroller game.
7. The student will develop 2D strategy game.