

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

COURSE SYLLABUS

Course Prefix and Number	Game 212
Course Title	Game Development II
Curriculum	Computer Information & Office Systems
Lecture	4
Lab	0
Credit Hours	4
Prerequisites	GAME 202 and GAME 211 or consent of department.

Catalog Description

This course deals with advanced skills and techniques for the development of computer and video games. Students will learn how to design and implement 3D games using game engines.

Course Objectives: See attached.

Prepared by:

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Dept. of CIOS
2/06

Revised 2/07

Reviewed by:

Ram Raghuraman
Department Chairperson Date

STUDENT MATERIALS

A. Textbook

Title: Designing 3D Games that Sell

Author: Luke Ahearn

Publisher: Charles River Media

B. Other Required Materials

None

Student Evaluation (Type of Grading)

A. PROJECTS

Students will be expected to develop several 3D 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 212 Title: Game Development II

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Design of 3D game	
2	Propose and market the game	
3	Budget, schedule, and deliver the game product	
4	Introduction to 3D game engine	
5	Level design and level construction	
6	Building block of the 3D game engine	
7	Create the first 3D game	
8	Add another room for the 3D game	
9	Midterm Project and Midterm Exam	
10	Adding lights to the 3D game	
11	Adding models to the 3D game	
12	Level creation	
13	Audio effects and world model	
14	Artificial Intelligence	
15	Adding special effects to the 3D game	
16	Final Project	

OBJECTIVES

1. The student will learn and apply advanced 3D game design.
2. The student will explore the professional practice of the game development.
3. The student will understand the people and process management.
4. The student will use 3D game engines to create games.
5. The student will develop 3D games.