

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

COURSE SYLLABUS

Course Prefix and Number	Game 214
Course Title	Cross-Platform Game Development Environments
Curriculum	Computer Information & Office Systems
Lecture	4
Lab	0
Credit Hours	4
Prerequisites	GAME 211, and CIS 246 or CIS 261, or consent of department

Catalog Description

This course will teach students to program games in different platforms (PS2, XBox, PC, and GameCube, etc). Students will learn how to design and implement cross-platform games.

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: Cross Platform Game Programming

Author: Jim Adams

Publisher: Course Technology

B. Other Required Materials

None

Student Evaluation (Type of Grading)

A. PROJECTS

Students will be expected to develop several cross-platform 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.

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Course Prefix and Number: Game 214

Title: Cross-Platform Game Development Environments

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Introduction to cross-platform game	
2	Ten key points – part I	
3	Ten key points – part II	
4	Cross-platform hardware; memory allocation and its use	
5	CPU and its speed; Threads	
6	Storage of cross-platform	
7	Create a simple game using cross-platform	
8	Midterm exam and midterm project	
9	Debugging	
10	System-wide input and output	
11	Abstracting the audio and graphics	
11	Networking issues	
12	Create the game in different platform	
13	Technical requirements list	
14	Use of scripting language	
15	Final Project	

OBJECTIVES

1. The student will learn the basics of cross-platform software.
2. The student will understand ten key points of cross-platform games.
3. The student will explore the cross-platform hardware.
4. The student will abstract the audio and graphics in cross-platform games.
5. The student will develop cross-platform games.