

CSC 3150: Game Development

Theory of game development, game programming, artificial intelligence, state machines, 2D/3D assets, visual communication, game mechanics, navigation meshes, path planning.

Credits: 3.0

Prerequisites:

CSC 1052

ECE 2620

ECE 2160

ECE 2161

CSC 1052 or ECE 2620 or (ECE 2160 and ECE 2161)

Program: [Computing Sciences](#)