

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 or ECE 2620 or (ECE 2160 and ECE 2161)

Prerequisite Courses

CSC 1052

ECE 2620

ECE 2160

ECE 2161

Last Offered

Fall 2025, Fall 2024, Spring 2019, Spring 2017