CSG-115- CSG Production

Course Description:

This course provides students with a hands-on team approach to creating games and simulation from the very beginning. Animation focused students work side by side with Programming focused students to create simple introductory games and simulations on a game engine. Exposure to content requirements, engine limitations, scheduling, deliverables, and communications will be emphasized. Teams will be selected and compete against each other for bragging rights and notoriety. The focus of this class is to perform rapid prototyping of ideas in a challenging environment while developing collaboration skills.

Total Credits: 3.00

Course Competencies

1. **Communicate the needs of the gaming project**
2. **Exemplify a positive attitude while collaborating on the gaming project**
3. **Propose game concepts, design elements, and solutions to problems**
4. **Exhibit leadership in the game production team**
5. **Plan the game project milestones**
6. **Deliver agreed upon design and development commitments to the programmers, designers, or animators**
7. **Develop code of behavior as you create the game**
8. **Provide Quality solutions to the game engine problems encountered**
9. **Assess performance of the game**
10. **Explore technological solutions to the game malfunctions**
11. **Import content into the game engine with newly acquired skills**