

B.S. Game Design Engineering

130 Credits

✓	Course Prefix	Course Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
***Additional Math Courses				
	MATH116	Pre-Calculus	***4	Placement Test or MATH003
First Academic Year (Fall, Spring, and Summer)				
	CS100	Introduction to Scripting: Python	3	None
	ART100	2D Design 1	3	None
	ART110	Sketching	3	None
	MATH143	Calculus 1	4	Placement Test or MATH116
	ENG100	English Composition	3	Placement Test or ENG050
	DAA106	Digital Imaging Concepts	3	ART100
	CS115	Web Programming: HTML5, CSS, and JavaScript	3	None
	SCI145	College Physics 1	4	MATH143
	MATH144	Calculus 2	3	MATH143
	General Education Course	Please see General Education	3	As Required
Second Academic Year (Fall, Spring, and Summer)				
	DAA240	Introduction to 3D Modeling	3	ART100
	GAM225	Introduction to Game Production	3	None
	MATH295	Discrete Mathematics	3	MATH144
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	DAA267	Character Rigging	3	DAA240
	GAM235	Game Usability	3	GAM225
	CS285	C++ Programming: Object Oriented Programming	4	CS100, CS110, or CS212
	BUS110, or BUS125, or BUS270	Principles of Management, or Business Law, or Project Management	3	None None ENG100
	MATH320	Geometry and Transformation	3	MATH144
	General Education Course	Please see General Education	3	As Required

*** Remedial classes are required when a placement test is not passed.**

**** Remedial class credits are not counted towards earning a degree.**

✓	Course Prefix	Course Title	Credits	Prerequisites
Third Academic Year (Fall, Spring, and Summer)				
	CS445	Advanced C++ Programming	3	CS285
	DAA245	Texturing	3	DAA240
	GAM295	Game Design 1	3	None
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	CS295	Data Structures and Algorithms	4	CS110 or CS285
	SWE375 or SWE376	Mobile Programming for iOS or Mobile Programming for Android	3	CS212 or CS285
	GAM355	Level Design 1	3	DAA240 and CS100
	GAM376	Game Design 2	3	GAM295
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Academic Year (Fall, Spring, and Summer)				
	GAM415	Level Design 2	3	GAM355
	GAM475	Game Studio 1	3	Faculty Approval
	SWE447	GUI and Graphics Programming	3	CS285
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	GAM476	Game Studio 2	3	Faculty Approval
	Elective or INT401	Advisor approved course or Internship 1	3	As required
	SWE449	Tools Programming	3	CS100
	General Education Course	Please see General Education	3	As Required

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