course content

- course description:
  - Game programming techniques.
  - 2D and 3D games.
  - Data representations of virtual elements.
  - Visualizing the 3D game environment.
  - Controlling motion and behaviors.
  - Interaction control.
  - Game architectures, including multi-player games and message passing.
  - Managing complexity.
  - Teamwork to create a 3D game using a 3D multi-player game engine.

- prerequisites:
  - Grade of C or better in CISC 3130 (Required).
  - Grade of C or better in CISC 3120 (Recommended).

topics

- the following topics will be covered in 4 curricular units:
  I. Fundamentals and Virtual Worlds (HTML5, Blender)
  II. Events, Collisions and Animation (HTML5, Blender)
  III. Visual Mechanics and Effects (Blender, Unity)
  IV. Game Engines and Multi-player Games (Unity)
course structure

- 4 units
- each unit has lectures and labs
- the labs will be hands-on sessions using computers in 5301 N
- the assignments will include:
  - written assignments
  - games created in different environments (as assigned)
- late policy
- your grade =
  - labs/projects 55%
  - midterm exam 15%
  - final exam 30%

to do

- in class:
  - fill out pre-semester survey and give it to me before you leave today
- at home:
  - check out the class web page: http://www.sci.brooklyn.cuny.edu/~sklar/cisc3660
  - get a USB flash drive if you don’t already have one