CATALOGUE DESCRIPTION
This is the second of two Electronic Game & Simulation Design capstone courses. Students will work in teams to build a fully functional electronic game using industry standard tools and procedures. Students will use the materials produced in Electronic Game & Simulation Design Development 4: Design Studio (CIS 277) as the basis for the game they will build in this course.

PREREQUISITES
CIS 276 and CIS 277 with a grade of C or better.

LEARNING OUTCOMES/COMPETENCIES
Upon completion of this course, a student will be able to:
1) Define basic vocabulary and fundamental concepts of artificial intelligence.
2) Explain the business of game development including job roles, the publishing process, platform developers, and professional organizations.
3) Demonstrate a working knowledge of portfolio development by creating a portfolio of your work to show to potential employers.
4) Demonstrate a working knowledge of game production and the modern game development process by building an electronic game and all supporting documentation.

LEARNING ACTIVITIES
Lecture, discussion, hands-on lab exercises, homework assignments, group projects, quizzes and exams, script writing.

SEQUENCE OF TOPICS
1) Detailed instruction in the use of the chosen game engine
2) Development of an electronic game using the selected game engine
3) Introduction to artificial intelligence
4) The game business
   a) jobs
   b) publishers
   c) developers
5) Developing your personal portfolio
6) Suggestions for further study
LEARNING MATERIALS


Required Projects

Students will use the materials developed in Electronic Game Design & Development 4 in addition to new materials produced in this course to develop and test a fully functioning and playable electronic game using industry standard tools and practices.

This course is consistent with Montgomery County Community College’s mission and educational goals.

PREPARED BY: Jason Wertz, 2/04