### CS 4091: Game-Development Workshop Spring 2024 Course syllabus

Instructor

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Textbook

Joe Hocking. Unity in Action: Multiplatform Game Development in C#. 2nd edition. Manning, 2018. ISBN: 978-1617294969.

Description

A specialized course providing research opportunities for superior students majoring in computer science. This offering is in the area of game development.

Grading

The assigned grade will reflect progress on the project.

## Student learning outcomes

Students will demonstrate proficiency in the selected topic. In the case of this offering, the task will be to extend a game developed in CS 3371 by adding some or all of the following features:

- incorporating audio.
- adding the ability to save and to load games.
- adding several new game levels.
- making the complete game available to play on the Internet.

#### Class format

Meetings will be held when required to discuss requirements for and progress on the project.

## Academic honesty

Angelo State University expects its students to maintain complete honesty and integrity in their academic pursuits. By remaining enrolled in this course you agree not to commit academic misconduct as defined in section I.B.1 of the Student Handbook, available at www.angelo.edu/student-handbook.

# Important university policies

- You must contact Student Disability Services in order to request and to implement academic accommodations.
- For ASU's policy on absences due to religious holy days, see OP 10.19 at www.angelo.edu/opmanual.
- I am obligated to report any knowledge of sexual misconduct to the Title IX office; see www.angelo.edu/services/title-ix for more.

### Modifications

This syllabus, including grade evaluation and course schedule, is subject to modification. In particular, the COVID-19 pandemic may require significant changes in course delivery and content on potentially short notice.