



## Class Details

Intake BSE16071	Classroom 1613	Course Schedule 19/02/2018 to 22/06/2018	Timings Mon 8:30am-12:30pm
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## Lecturer Details

Program Leader Email Office	Himanshu Khanna <a href="mailto:himanshu.khanna@mediadesignschool.com">himanshu.khanna@mediadesignschool.com</a> 1905
Lecturer Email Office	Bindu Ojha <a href="mailto:bindu.ojha@mediadesignschool.com">bindu.ojha@mediadesignschool.com</a> 1905

## Component Details

Level:	06
Credits:	15
Component:	GD2S03



# GD2S03 Advanced Software Engineering & Programming for Games

## Component Overview

Introducing contemporary technologies in the wider context of game development along with relevant software engineering knowledge and skills.

## Component Aims

- Enable students to gain knowledge and skills in the development of tools for non-programmers.
- Enhance student knowledge and skills in the software process and software process implementation.

## Learning Outcomes

- On Successful completion of this component students are able to:
  - Create tools for game asset pipelines and development teams.
  - Leverage the full 3D pipeline to create optimal graphical games.
  - Create a collection of game asset tools for artists and development teams.

## Assessment

- The component has three summative assessments as given below:

Assessment	Weight	Week Issued*	Weeks Due
Summative 1	40%	Week 4	Week 8
Summative 2	20%	Week 8	Week 11
Summative 3	40%	Week 11	Week 15

\*Dates are subject to change with prior notice

## Grading of Assessments

- The chart below outlines the grading scale to be used for grading students' summative and for final grading.
- This information will appear on a student's academic transcript.

Grade	Range
A+	100-90%
A	89%-85%
A-	84%-80%
B+	79% - 75%
B	74% - 70%
B-	69%-65%
C+	64% - 60%
C	59% - 55%
C-	54% - 50%
D	49% - 0%



## CONTENT OUTLINE

- Introduction to development for hand held devices
- Basics of mobile development.
- Mobile programming.
- Introduction to mobile game engine
- Developing games using mobile game engine
- Expanding existing middleware, Data preparation and Technical writing
- Implementing software process during the development phase.

## Learning Resources recommended

### Books and Resources

- Game Development with Swift (Stephen Haney)
- Apple Developer Documentation

*NOTE: All information provided in the document is subject to change*