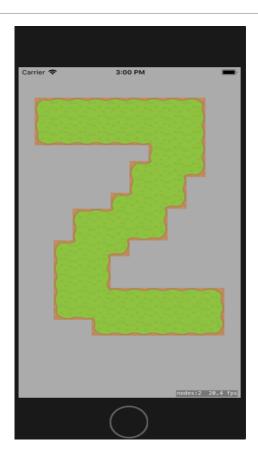


GD2S03 Advanced Software Engineering & Programming for Games



Class Details

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

Lecturer Details

Program Leader Email Himanshu Khanna

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Office 1905

Lecturer Bindu Ojha

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Component Details

06 Level: Credits: 15 GD2S03 Component:



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:
 - o Create tools for game asset pipelines and development teams.
 - o 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%
Α	89%-85%
A-	84%-80%
B+	79% - 75%
В	74% - 70%
B-	69%-65%
C+	64% - 60%
С	59% - 55%
C-	54% - 50%
D	49% - 0%



GD2S03 Advanced Software Engineering & Programming for Games

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

Component: GD2S03 Level: 06