Module 1 Introduction

Lecture Course Introduction

Tim "Dr. T" Chamillard
Associate Prof of Comp Sci at UCCS
Program Director of BI in GDD
5 ½ years as indie game developer
Why Dr. T?

Yes



No



Course Learning Objectives

Number	Name	Description
1	Basic Programming Concepts	Use basic programming concepts like variables and standard control structures to program a variety of problem solutions
2	Basic OO Concepts	Use existing classes and modify fields and methods of those classes to program a variety of problem solutions
<u>3</u>	Basic XNA Concepts	Use the XNA framework to program a variety of game components and small games

- 8 weeks
 - 7 weeks of new material
 - Last week for optional project to prep for Final Exam
- 6 Programming Assignments (48%)
- Required project in 5 increments (30%)
- Final Exam (22%)

- Optional work
 - 17 labs
 - Optional project
- Course game



- StronglyRecommended
- Barnes and Noble or Amazon
 - Free Nook and Kindle readers for PC
- Can complete course without book, but will take more time using online resources

Use Navigation Bar on left of course page to get around
No previous programming experience assumed
Actually programming is the only way to learn this stuff
Frustration is normal
Forums and web for help