

# Computer Games Development

CSCU9N6

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Room 4B120

# Intro

## Aim & Content

- The aim of this course is to provide an introduction to the core concepts involved in *programming* computer games.
- Demonstration of these concepts will be given in Java
- The principles can then be applied to different programming languages and environments
- Initial focus is on 2D gaming elements but we then move on to 3D
- It is not about improving your ability to play games but it should help you think about writing your own games and give you an appreciation of what has gone into writing games you like

# Course Structure

## Lectures

- Graphics
- Sprites
- User Interface
- Sound
- 2D Platform Games
- 3D Graphics: Java3D

## Practicals

- Practical each week from week 2

## Assessment

- 2D Assignment (60%), 3D Checkpoints (10%), Exam (30%)

## Schedule

- <https://canvas.stir.ac.uk/courses/4598/pages/schedule>

# Course Textbooks

- *Killer Game Programming in Java*, A. Davison, O' Reilly, ISBN 0596007302 [Essential]
  - » Available electronically via library
- *Developing Games in Java*, D. Brackeen, B. Barker, L. Vanhelsuwe, ISBN 1592730051 [Background]

# Questions?