

**GAME PROGRAMMING (T163) 2014-2015 PATHWAY**

<b>Semester 1: Fall 2014 or Winter 2015 (2014-01/02)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 1083*	Asset Development I		3
GAME 1001	Introduction to Programming		4
GAME 1002	Video Game Fundamentals (online)		3
GAME 1003	Web Game Development		3
GSSC 1045	Business Applications for Information Technology		3
MATH 1071	Mathetics for IT/ME		3
COMM 1007^	College English		3
		<b>Total Hours</b>	<b>22</b>
^Depending on the results of your placement test, you may be required to take Foundation Level Communications: COMM 1003 (English Skills) or CESL 1003 (English Skills-ESL) before progressing to COMM 1007. Students placed in COMM 1003 or CESL 1003 will be charged extra tuition. Please visit the Assessment Centre for further information <a href="http://assessment.georgebrown.ca/">http://assessment.georgebrown.ca/</a>			
<b>Semester 2: Winter 2015 or Summer 2015 (2014-02/03)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 1086*	Asset Development II	DESN 1083	3
GAME 1011	Object-Oriented Programming	GAME 1001	4
GAME 1012	Game Engine Scripting	GAME 1003	4
GAME 1013	Graphical User Interface Development (online)		3
MATH 1107	Linear Algebra and Geometry	MATH 1071	3
GSSC 1027	Personal Finance		3
		<b>Total Hours</b>	<b>20</b>
<b>Semester 3: Fall 2015 (2015-01)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 2013*	Game Project Development I	DESN 1086	3
GAME 2001	Data Structure & Algorithms	GAME 1011	3
GAME 2003	Software Testing (Online)		3
GAME 2012	3D Graphics Programming	GAME 1013	4
GAME 2013	Game Engine Fundamentals	GAME 1012	3
COMM 1034	Professional Communications I	COMM 1007	3
GNED	General Education Elective (Select One)		3
		<b>Total Hours</b>	<b>22</b>
<b>Semester 4: Winter 2016 (2015-02)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 2017*	Game Project Development II	DESN 2013	3
GAME 2002	Multimedia Systems Development	GAME 1011	3
GAME 2005	Game Physics	MATH 1107	3
GAME 2011	Software Engineering	GAME 2003	4
GAME 3111	Advanced Graphics Programming	GAME 2012	4
COMM 1035	Professional Communications II	COMM 1034	3
GNED	General Education Elective (Select One)		3
		<b>Total Hours</b>	<b>23</b>
<b>Semester 5: Fall 2016 (2016-01)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 3010*	Game Project Development III	DESN 2017	3
GAME 2014	Mobile Game Development I (Online)	GAME 2002	4
GAME 3001	Artificial Intelligence	GAME 2011	4
GAME 3002	Physics Engines	GAME 2005	4
GAME 3003	Console Game Development I	GAME 2013	4
GAME 3121	Game Engine Development I	GAME 3111	3
		<b>Total Hours</b>	<b>22</b>
<b>Semester 6: Winter 2017 (2016-02)</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
DESN 3012*	Game Project Development IV	DESN 3010	3
GAME 3004	Mobile Game Development II (Online)	GAME 2014	4
GAME 3011	Advanced Game Programming	GAME 2011	3
GAME 3015	Game Engine Development II	GAME 3121	3
GAME 3110	Multiplayer Systems		4
GAME 3112	Console Game Development II	GAME 3003	4
		<b>Total Hours</b>	<b>21</b>
<b>* Course delivered at the St. James Campus. All other courses delivered at the Casa Loma campus.</b>			

**\*PATHWAY SUBJECT TO CHANGE\***