**Modules**

**Stat module**

* This module is concerned with a range of topics in video game design and development, including game physics, AI, level design, player behaviour, game rules and mechanics, as well as user interfaces.
* This module introduces students to game development using industry-standard software tools.
* These encapsulate specific editor tools, runtime features, libraries, or other functionality in standalone units of code.

**Game over module:**

* A message signaling that the game has ended, usually because the player failed (for example by losing all of their lives) but sometimes following successful completion of the game.
* After a Game Over, the player is given the option to either restart the game from the beginning of the level.
* During the golden age of arcade video games, players would usually be given a finite number of lives (or attempts) to progress through the game, the exhaustion of which would usually result in the display of the message "Game over" indicating that the game had ended