

Programming with Game Engine

Introduction



Why are we learning this subject?

- Creating a Video game is not just bringing in some assets from the asset store, write some scripts and create a demo.
- Video games are some of the most complex software programs that have ever been created by mankind.
- Need to consider the ease of upgrade, the amount of time and complexity to fix bugs and the cost for adding new features into it.
- Many of the problems or challenges that you will face while developing games might have already been faced and solved by developers before.



Introduction

- This subject aims to equip students with the skills of using the **best practices in software programming** and **apply them to game programming problems**.
- It also aims to equip students with the knowledge and skills of using **game engine API** to **program** and create multiplayer games.



Your Tutor



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Teaching Plan and Submissions

- For Teaching Plan Refer to LMS

Pre-Course Survey