GAME PROGRAMMING (T163) 2015-2016 PATHWAY

Semester 1: Fall 2015 or Winter 2016 (2015-01/02)

Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 1001	Introduction to Programming		4
GAME 1003	Web Game Development		4
GAME 1005	Game Production I		3
GSSC 1045	Business Applications for Information Technology		3
MATH 1071	Mathematics for IT		3
COMM 1007^	College English		3
		Total Hours	20

^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 http://assessment.georgebrown.ca/

Semester 2: Winter 2016 or Summer 2016 (2015-02/03)

Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 1011	Object-Oriented Programming	GAME 1001	4
GAME 1012	Game Engine Scripting	GAME 1003	4
GAME 1013	Graphical User Interface Development	GAME 1001	3
GAME 1014	Game Production II	GAME 1005	3
GAME 1015	Advanced Web Game Development	GAME 1003	3
MATH 1107	Linear Algebra and Geometry	MATH 1071	3
GSSC 1027	Personal Finance		3
		Total Hours	23

Semester 3: Fall 2016 (2016-01)

Course Code	Course Title	Pre-Requisite	Hrs/wk
DESN 2013*	Game Project Development I	GAME 1014	3
GAME 2001	Data Structures & Algorithms	GAME 1011	3
GAME 2005	Game Physics	MATH 1107	4
GAME 2013	Game Engine Fundamentals	GAME 1012	3
GAME 3001	Artificial Intelligence	GAME 1012	4
COMM 1034	Professional Communications I	COMM 1007	3
GNED	General Education Elective (Select One)		3
		Total Hours	23

Semester 4: Winter 2017 (2016-02)

Course Code	Course Title	Pre-Requisite	Hrs/wk
DESN 2017*	Game Project Development II	DESN 2013	3
GAME 2002	Multimedia Systems Development	GAME 2001	3
GAME 2011	Mobile Game Fundamentals	GAME 1015	4
GAME 2012	3D Graphics Programming	GAME 2005	3
GAME 2015	Virtual Reality Development	GAME 3001	4
COMM 1035	Professional Communications II	COMM 1034	3
GNED	General Education Elective (Select One)		3
		Total Hours	23

Semester 5: Fall 2017 (2017-01)

Course Code	Course Title	Pre-Requisite	Hrs/wk
DESN 3010*	Game Project Development III	DESN 2017	3
GAME 2014	Android Game Development	GAME 2011	4
GAME 3002	Physics Engines	GAME 2005	4
GAME 3003	Console Game Development I	GAME 2013	4
GAME 3111	Advanced Graphics Programming	GAME 2012	4
GAME 3121	Game Engine Development I	GAME 2013	3
		Total Hours	22

Semester 6: Winter 2018 (2017-02)

Course Code	Course Title	Pre-Requisite	Hrs/wk
DESN 3012*	Game Project Development IV	DESN 3010	3
GAME 3004	iOS Game Development	GAME 2014	4
GAME 3011	Advanced Game Programming	GAME 3002	3
GAME 3015	Game Engine Development II	GAME 3121	3
GAME 3110	Multiplayer Systems	GAME 2002	4
GAME 3112	Console Game Development II	GAME 3003	4
		Total Hours	21

* Course delivered at the St. James Campus. All other courses delivered at the Casa Loma campus.

PATHWAY SUBJECT TO CHANGE