



MONASH
University

Handbook

程序代写代做 CS编程辅导

Unit



FIT2097 programming 2

WeChat: cstutorcs

Assignment Project Exam Help

Overview

Email: tutorcs@163.com

QQ: 749389476

<https://tutorcs.com>

This unit will further develop games development programming skills with the C++ language, and explore them further in the Games Programming context. Focus will be on advanced games programming techniques, including a focus on the content pipeline, advanced rendering and visual game effects. Principles will also be placed into the context of different libraries, such as Vulkan, and other platforms, such as mobile and mixed reality. This provides a strong grounding for further study in this area, especially related to games engine development and artificial intelligence.

Faculty:

[Faculty of Information Technology](#)

Owning organisational unit:

Faculty of Information Technology

Study level:

Undergraduate

SCA band:

2

EFTSL:

0.125

Credit points:

6



Open to exchange or study abroad students?

Yes

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Offerings

S2-01-CLAYTON-ON-C

Location: Clayton

Teaching period: Second semester

Attendance mode: On-campus



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Requisites

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Prerequisite

QQ: 749389476

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→ FIT2096

6 CP

Games programming 1

Contacts

Chief Examiner(s)

Mr Josh Olsen

Email: Josh.Olsen@monash.edu

Offering(s):



- Applies to all offerings

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Learning outcomes



On successful completion of this module, you should be able to:

1. Describe the contribution of computer game development and why it is important;
2. Create game programs that demonstrate an understanding and working knowledge of advanced rendering principles, such as shaders;
3. Create game programs that demonstrate a working knowledge of advanced visual game effects, such as particle and physics systems;
4. Describe how key game programming principles can be applied to games developed with other libraries (such as Vulkan and DirectX) and for other platforms (such as mobile and mixed reality), and create game prototypes that demonstrate this;
5. Describe key performance and optimisation principles of computer game programming and create game programs that demonstrate these principles.

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Teaching approach

Active learning

Assessment

Assignment 1 - Game Prototype

This assignment contains two major milestones and weekly check-ins throughout semester.

Value %: 50

Assignment 2 - Technical Design Documentation

This assignment contains weekly check-ins throughout semester.

Value %: 50



Scheduled teaching activities

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Laboratories

Total hours: 24 hours

Offerings:

- Applies to all offerings

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Workshops

Total hours: 24 hours

Offerings:

- Applies to all offerings

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Workload requirements

Workload

Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled teaching activities.

Learning resources

Recommended resources

There is no required text. All required resources will be accessible via the unit Moodle website



Technology resources

This unit will use Unreal Engine, Visual Studio Community Edition 2022 and JetBrains Rider 2022.1 to apply the games development coding practices. All software is available at no cost to students through their respective websites.

Unreal Engine: <https://www.unrealengine.com/en-US/>

Visual Studio Community 2022: <https://visualstudio.microsoft.com/vs/community/>

JetBrains Rider: <https://www.jetbrains.com/rider/>

The software will be available to students in FIT laboratories, however having access to this software outside of class time is recommended for undertaking study and working on assignments.

Note: Visual Studio Community 2022 is only required for students using the Windows Operating System. Students using MacOS will not need to download this software

Availability in areas of study

Games development

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