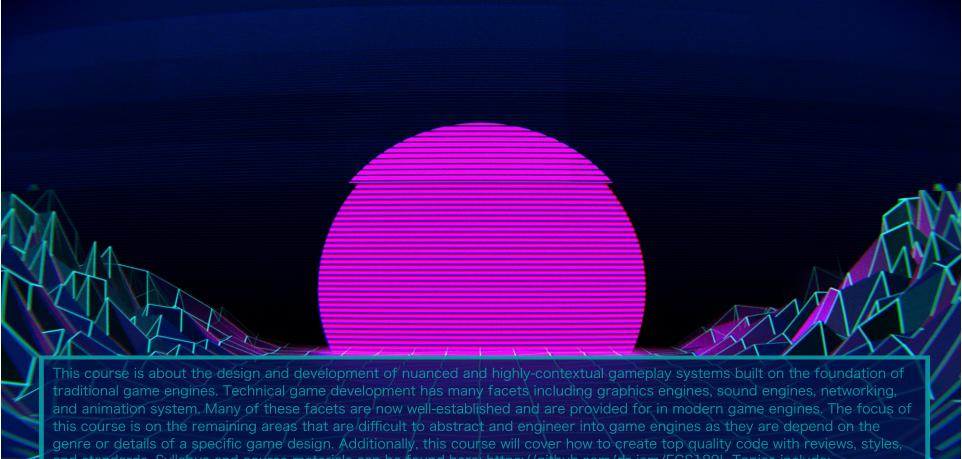
## GAME PROGRAMMING

ECS 189L | Fall 2019 | 4 Credits | CRN 62871 | Lecture: TR 12:10-1:30 PM | Discussion: M 5:10-6:00 https://github.com/dr-jam/ECS189L



and standards. Syllabus and course materials can be found here: https://github.com/dr-jam/ECS189L Topics include:

| Controls and User Input | Character Movement | Inventory Systems | Combat Engines | Code Reviews | Software Design Patterns | Artificial Intelligence | Procedural Content Generation |