WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: 2D Game Programming and Development

COURSE NUMBER: GMD 150

Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I. **MAJOR INSTRUCTIONAL OBJECTIVES:**

OBJECTIVE A: Develop a core knowledge and understanding of 2D game styles such as "Platformers," "Top-Down," and "Grid-Based" genre titles.
A-1. Learn to identify and use various file formats to create visualizations, prototypes and mockups.
A-2. Explore how 2D styles can be implemented into gameplay mechanics.

OBJECTIVE B: Learn to properly create and prepare audio and video, and other elements for use in Unity2D Game Design software, and other creative outlets
B-1. Demonstrate the proper use of industry standard software for implementation into a game engine.
B-2. Understand the differences between various formats, and how they affect workflow.
B-3. Create, edit and output 2D style game genres.

OBJECTIVE C: Understand the Systems Development Life Cycle and how it can be utilized with promotion, production, and support of not only game design and development, but also for other projects in general.
C-1. Be able to identify the various stages of the SDLC Models.
C-2. Demonstrate the ability to work and delegate within the SDLC, and its timelines, milestones, and team resources.
C-3. Create a presentation outlining the given task in a professional manner covering the aspects needed for the production of the project.

II. **CLASS PARTICIPATION:**
Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.
Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, emailing, and surfing the web are distract the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.