

WILMINGTON UNIVERSITY  
 COLLEGE OF TECHNOLOGY  
 BASIC COURSE INFORMATION

COURSE TITLE:

Game Development I

I. MAJOR INSTRUCTIONAL OBJECTIVES

OBJECTIVE A : Create a body of work that includes documented playable demos of the student's work to a degree of comparable

- A. Have a portfolio of template examples complete with sample levels, and demonstration materials based
- B. Be comfortable presenting their ideas and approach
- C. Be able to represent themselves professionally and

OBJECTIVE B: Demonstrate personal skills in self-management

- A. Develop strategies for managing multiple timelines
- B. Be able to work on several projects simultaneously.
- C. Develop and employ creative and innovative ways to speed development of their templates and portfolio.
- D. Be able to implement one or more common design techniques for further study.

## II. CLASS PARTICIPATION

Students are expected to attend class and participate actively and in a positive way. Questions and relevant