

GAME PROGRAMMING (T163) 2019-2020 PATHWAY

Semester 1: Fall 2019 or Winter 2020 (2019-01/02)			Delivery
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 1001	Introduction to Programming		4
GAME1007	Game Fundamentals I		4
GAME 1005	Game Production I		3
GSSC 1045	Business Applications for Information Technology		3
MATH 1180	Math for Game Development		4
COMM 1007^	College English		3
		Total Hours	21
^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 2020 or Summer 2020 (2019-02/03)			
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 1011	Advanced Programming	GAME 1001	4
GAME 1017	Game Fundamentals II		4
GAME 3001	Artificial Intelligence		4
GAME 1014	Game Production II	GAME 1005	3
MATH 1107	Linear Algebra and Geometry	MATH 1180	4
GSSC 1027	Personal Finance		3
		Total Hours	22
Semester 3: Fall 2020 (2020-01)			
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 2020	Game Production III	GAME 1014	3
GAME2001	Data Structures & Algorithms	GAME 1011	4
GAME 2005	Game Physics	MATH 1107	4
GAME 2012	3D Graphics Programming	MATH 1107	4
GAME 2013	Game Engine I	GAME 1017	3
GNED	General Education Elective (Select One)		3
		Total Hours	21
Semester 4: Winter 2021 (2020-02)			
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 2030	Game Production IV	GAME 2020	3
GAME 2031	Advanced Topics in Programming Languages	GAME 2001	4
GAME 3111	Advanced Graphics Programming	GAME 2012	4
GAME 3002	Physics Engines	GAME 2005	4
GAME 2023	Game Engines II	GAME 2013	3
COMP 2148	Professional workplace competencies	COMM 1007	3
GNED	General Education Elective (Select One)		3
		Total Hours	24
Semester 5: Fall 2021 (2021-01)			
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 3020	Game Production V	GAME 2030	3
GAME 2014	Mobile Game Development I	GAME 2031	3
GAME 3003	Console Game Development I	GAME 2023	3
GAME 3110	Multiplayer Systems	GAME 3111	3
GAME 3023	Game Engines III	GAME 2031	3
GAME 3121	Game Engine Development I	GAME 2013	3
		Total Hours	18
Semester 6: Winter 2022 (2021-02)			
Course Code	Course Title	Pre-Requisite	Hrs/wk
GAME 3030	Game Production VI	GAME 3020	3
GAME 3004	Mobile Game Development II	GAME 2014	3
GAME 3011	Advanced Game Programming	GAME 3110	3
GAME 3015	Game Engine Development II	GAME 3121	3
GAME 3033	Game Engines IV	GAME 3023	3
GAME 3112	Console Game Development II	GAME 3003	3
		Total Hours	18
Courses delivered at the Waterfront Campus			
PATHWAY SUBJECT TO CHANGE			