

CIS277L : Programming for Games

This is an introductory computer-games programming class, which teaches the programming techniques needed to produce interactive graphical applications like computer games. The topics covered include: game design, storyboarding, animation techniques, game construction tools, artificial intelligence, input devices, sound and real time graphics. During the course, students produce a simple interactive graphical project.

Credits 3

Lab Hours 2

Class Hours 2

Prerequisite Courses

[CIS140L: Introduction to Programming](#)