



Course Syllabus

**Game and Simulation Programming I
GAME1343**

Course Description: Game and simulation programming. Includes advanced pointer manipulation techniques and pointer applications, points and vectors, sound, and graphics.

Semester Hours Credit: 3

Lecture/Lab Hours: 2 / 4

Prerequisite: None

Textbook(s): Habgood. *The Game Maker's Apprentice*, Apress, ISBN 9781590596159
Habgood, *The Game Maker's Companion*, Apress, ISBN 9781430228264

Student Learning Outcomes:

Upon successful completion of this course the student will

1. Incorporate sound and graphics in programs.
2. Develop a game/simulation advanced pointer techniques and applications

Evaluation Methods:

1. Classroom activities and attendance
2. Lab simulations
3. Chapter exercises
4. Hands-on projects
5. Group projects
6. Exams

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See at: [GL \(Legal\)](#)



Special Needs Services: Students with special needs, including physical and learning disabilities, who wish to request accommodations in this course should contact the Student Development Office as soon as possible to make arrangements; this should occur no later than the second week of class or as soon as the student has the documentation on the disability and requested accommodation per a certified medical or psychological professional. In accordance with federal law, a student requesting accommodations must provide documentation of disability to the Student Development Advisor.

For more information, contact: in Alice at sdalice@coastalbend.edu; Beeville at sdbeeville@coastalbend.edu; Kingsville at sdkingsville@coastalbend.edu; and Pleasanton at sdpleasanton@coastalbend.edu.

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See at: [FLB \(Local\)](#) and [FM \(Local\)](#).

See the [Student Handbook](#) for further explanation of Scholastic Dishonesty.

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Coastal Bend College



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