MART 445 3D Game Scripting

MART 445 3D GAME SCRIPTING
Explores using a 3D game engine for building 3D levels and creating gameplay using systematic approaches to design. Includes importing 3D assets and scripting character controllers and interactive elements. Grade Option (Letter Grade or Pass/No Pass). Degree Credit.

Units: 3
Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework
Recommended: MART 441
Transfer Credit: CSU