

# MART 445 3D Game Scripting

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## **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

