MART 451 Rapid Game Development

MART 451 RAPID GAME DEVELOPMENT
Students conceive and develop multiple games in a rapid development environment. Brainstorming, conceptualizing, and "finding the fun" of multiple game styles, polishing and adding pizzazz to the game - called JUICE. 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 445

Transfer Credit: CSU