

Module Title Games Development	Reference CM4030 SCQF SCQF Level 10 SCQF Points 15 ECTS Points 7.5
Keywords Games development, Object Oriented Programming, Graphical User Interfaces, 2D/3D Graphics, Open GLES	Created March 2010 Approved July 2016 Amended January 2013 Version No. 1

This Version is No Longer Current

The latest version of this module is available [here](#)

Prerequisites for Module

The student should have previous experience of using an object oriented programming language and/or appropriate graphical design module.

Corequisite Modules

None.

Precluded Modules

None.

Aims of Module

To provide the student with the knowledge and skills needed to build interactive games using a modern game development framework, while developing an understanding of player

Indicative Student Workload

<i>Contact Hours</i>	Full Time
Laboratories	24
Lectures	10

Directed Study

Assessment	14
Directed Reading	36

Private Study

Private study	66
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Mode of Delivery

Key concepts and ideas are introduced in lectures. In the lab sessions, the students will develop and implement practical aspects of iPhone/iPod game development. The labs will involve use of existing IDE and GUI tools for the development, deployment and testing of game applications.

expectations, the playtesting of video games, and the accessibility requirements of modern entertainment titles.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1. Use the facilities available in a suitable game development framework to develop interactive gaming experiences.
2. Design, code and implement 2D or 3D gaming interfaces, making use of appropriate modern technologies for scene and game logic representation.
3. Employ game deployment techniques to create a distributable file for multiple platforms.
4. Design, implement and test a video game against user expectations.

Indicative Module Content

Overview of 3D representation of game objects, scenes, cameras, physics, textures and materials, sound, game logic, persistence, multi-platform deployment, game interface design, animation, game design.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4

Component 1- Coursework worth 100% of the total assessment.

Indicative Bibliography

1. Novak, J. (2011). Game Development Essentials : An Introduction. Delmar Cengage Learning. 978-0672337512
2. Nystrom, Robert (2014). Game Programming Patterns. Genever Benning. 978-0990582908
3. Tristem, B & Geig, M. (2015). Unity Development in 24 Hours. SAMS. 978-0672337512
4. Wolf, M. Perron, B. (2015). The Video Game Theory Reader. Routledge. 978-0415965798