

Date:	Examination No.:	Version:7/2/2024	Start: 7/2/2024
Module Name - Code	Video Game Design and Development		
Module Language:	English		
Responsible:	Rina Dinkha Zarro		
Lecture (s):	None		
College:	College of Engineering – Salahaddin University		
Duration:	15 week – 2nd semester		
Course outcomes:	<ul style="list-style-type: none"> • Identify, articulate and adapt the key methodologies, theories and practices involved in game development. • Demonstrate knowledge of project management within the context of game development. • Apply software engineering principles to develop a game in a 2D game engine. • Apply good programming practices in the context of game development. • Identify and reflect upon the ethical issues that arise in the development of games. 		
Course Content:	<ul style="list-style-type: none"> • Introduction to game design • Game Design Process • Lighting and Illumination • Movement and Transformation • Building and Terrain Design • Components and Game Objects • Animation • Ray tracing and Collison • Simple level Design • Transitions • UI Design and Interaction 		
Literature:	Introduction to Game Design, Prototyping and Development, 2 nd edition, J. G. Bond, Addison Wesley, 2018.		
Type of Teaching:	2 hrs in lectures 2 hrs laboratory working.		
Pre-requisites:	Understanding of Computer Graphics98\		
Frequency:	Spring semester		
Requirements for credit points:	<p>For the award of credit points it is necessary to pass the module exam.</p> <p>The module exam (practical and theoretical) contains:</p> <p>[Written 120 min for theoretical]</p> <p>[Written 120 min for practical]</p> <p>Student's attendance is required in all classes.</p>		
Credit point:	5		
Grade Distribution:	<p>The Grade is generated from the examination result(s) with the following</p> <p>50% activities and exams</p> <p>20% final practical exam</p> <p>30% final theoretical Exam</p>		
Work load:	The workload is 150h. It is the result of 60h attendance and 90h self studies.		