



# STARK STATE COLLEGE

## GENERAL SYLLABUS

### Course Information

**Course Name:** 3D Game Design and Development  
**Course Number:** SGE222

### Required Materials

**Textbook(s):** None  
**Required Readings:** None  
**Additional Materials:** None

### Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	Introduction and Project Setup
Week 2	Adding the Player Ship
Week 3	Cross Platform Support
Week 4	Tuning and Shooting
Week 5	Tidying Up and Colliders
Week 6	Keeping Score
Week 7	Fixing the Guns
Week 8	Wrapping up the Rails Shooter
Week 9	FPS Project Setup
Week 10	Shooting (muzzle flash and sounds)
Week 11	Adding damage to the Player
Week 12	Enemy AI Tweaking
Week 13	Ammo and weapon Tweaking
Week 14	Building the Map
Week 15	Wandering Enemies
Week 16	Final Exam Project Due