



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: Game Programming II
Course Number: SGE226

Required Materials

Textbook(s): (Optional) – The C# Players Guide, 3rd Edition, ISBN 978-0985580131
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 Start
Week 2	(9/1 – Labor Day) Point and Click Movement
Week 3	Combat Foundation
Week 4	Affordance
Week 5	Combat Animation
Week 6	Prefab Variants
Week 7	AI Foundation
Week 8	(Midterm Grades) Midterm Exam
Week 9	Patrolling Enemies
Week 10	Cutscenes
Week 11	Scene Switching Foundation
Week 12	(11/11 – Veteran’s Day) Finish Portals and add fade-in/out
Week 13	Adding Weapons – Bow and Arrow
Week 14	(11/27-11/30 Thanksgiving) Projectiles – Arrows and Fireballs
Week 15	Project Tune-up
Week 16	FINALS WEEK – FPS and RPG Projects due for Final Exam Grade