



**Course Information**

<b>Course Title</b>	Game Scripting
<b>Course Prefix, Num. and Title</b>	GAME 2341 – Game Scripting
<b>Division</b>	Technology & Business
<b>Department</b>	Computer Science
<b>Course Type</b>	WECM Course
<b>Course Catalog Description</b>	Scripting languages with emphasis on game concepts and simulations.
<b>Pre-Requisites</b>	None
<b>Co-Requisites</b>	None

**Semester Credit Hours**

<b>Total Semester Credit Hours (SCH): Lecture Hours:</b>	3:2:2
<b>Lab/Other Hours</b>	
<b>Equated Pay Hours</b>	3
<b>Lab/Other Hours Breakdown: Lab Hours</b>	2
<b>Lab/Other Hours Breakdown: Clinical Hours</b>	N/A
<b>Lab/Other Hours Breakdown: Practicum Hours</b>	N/A
<b>Other Hours Breakdown</b>	N/A

**Approval Signatures**

<b>Title</b>	<b>Signature</b>	<b>Date</b>
<b>Prepared by:</b>		
<b>Department Head:</b>		
<b>Division Chair:</b>		
<b>Dean/VPI:</b>		
<b>Approved by CIR:</b>		

## Additional Course Information

**Topical Outline:** Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, and clinical or other non-lecture instruction).

Essential Unity Concepts

The Unity Interface

Prototyping and Scripting Basics

Introducing Scripting

Creating the Environment

Player Characters and further Scripting

Collection, Inventory and the HUD

Animation Basics

Building and sharing a Unity Game

### Course Learning Outcomes:

**Learning Outcomes – Upon successful completion of this course, students will:**

Describe the role of scripts in the development of games, simulations, and other software; and apply appropriate scripting structure and syntax for game and/or simulation software development.

**Methods of Assessment:**

Programming Projects

Programming Assignments

### Required text(s), optional text(s) and/or materials to be supplied by the student:

- Unity 3.x Game Development Essentials Game development with C# and Javascript. By Will Goldstone ISBN: 978-1-84969-144-4
- USB Flash Drive
- High-speed Internet Connection

### Suggested Course Maximum:

20

**List any specific or physical requirements beyond a typical classroom required to teach the course.**

- Computer for each student
- Microsoft or third party C# compiler integrated Development Environment installed

- Unity Game Engine IDE installed on each student computer

**Course Requirements/Grading System:** Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course.

Attendance & Participation	0-20%
Programming Assignments	20-40%
Individual Term Project	20-40%
Group Term Project	20-40%

**Grading System**

100-90	A
89-80	B
79-70	C
69-60	D
and below	F

**Curriculum Checklist:**

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
  - Critical Thinking
  - Communication
  - Empirical & Quantitative Skills
  - Teamwork
  - Social Responsibility
  - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist