

## GAME DEVELOPMENT FUNDAMENTALS 2

*This course is designed to provide students with knowledge and project-based experience of fundamental gaming development concepts relating to STEM. These concepts include game design, scripting, creation of digital assets, graphic resources, animation, understanding hardware, problem solving, critical thinking, collaboration, and project management.*

- Project based game development: Students will create a game using the Game Development Life Cycle.
- Communication Features and Game Interface Design: Students will review communication features and game interface design.
- Post-Production: Students will implement marketing strategies, engage in game testing, and release the game.

