

Virginia Western Community College
ITP 160
Introduction to Game Design and Development

Prerequisites

None

Course Description

DUAL ENROLLMENT ONLY

Introduces object-oriented game design and development. Provides overview of the electronic game design and development process and underlines the historical context, content creation strategies, game careers, and future trends in the industry. Utilizes a game language environment to introduce game design, object-oriented paradigms, software design, software development and product testing. Teaches skills of writing a game design document and creating a game with several levels and objects. Integrate 2D animations, 3D models, sound effects, and background music as well as graphic backgrounds.

Semester Credits: 3 Lecture Hours: 3 Lab/Clinical/Internship Hours: 0**Required Materials****Textbook:**[Click here to enter text.](#)**Other Required Materials:**[Click here to enter text.](#)**Course Outcomes****At the completion of this course, the student should be able to:**

- Please list all

Topical Description

- State outline for delivering course content

Notes to Instructors

- State “none” or list