Interactive Game Design Depth Sequence

The depth sequence provides an in-depth introduction to the design and technology of interactive computer video games, with emphasis on the core Computer Science knowledge areas.

In addition to the above requirements students must complete:

A) Five upper division core courses
B) Two upper division game engineering electives from the list below
C) One free upper division elective from the Theory and Practice list

Game Engineering Electives (Choose Two)

- CMPS 102 - Analysis of Algorithms
- CMPS 116 - Software Design Project
- CMPS 117 - Software Engineering
- CMPS 128 - Distributed Systems: File Sharing, Online Gaming, & More
- CMPS 146 - Game Artificial Intelligence
- CMPS 148 - Interactive Storytelling
- CMPS 150 - Game Programming
- CMPS 151 - Game Programming Project
- CMPE 112 - Computer and Game Console Architecture
- CMPE 150/L - Intro. to Computer Networks
- CMPE 167/L - Sensing and Sensor Technologies
- FILM 170A - Intro to Digital Media Production
- FILM 171D - Social Information Spaces
- FILM 177 - Digital Media Workshop

ELECTIVE
From Theory and Practice list

Exit Requirement - Students have three options to fulfill the Computer Science exit requirement:
1. Pass a Capstone Course (which can also fulfill an elective requirement, see ♣ on back for courses)
2. Receive a score of 600 or above on the GRE Computer Science Subject Test
3. Submit a Senior Thesis

= Course Prerequisite
♣ = Satisfies Exit Requirement
* = Check catalog/SoE course descriptions for additional prerequisites
Shaded boxes represent foundation courses

Complete Either
CMPS 12A/L or CMPS 5J & CMPS 11

♣ CMPS 5J
Intro to Programming (Accelerated)

CMPS 11
Intermediate Prog.

CMPS 12B/M
Data Structures

* CMPS 101
Abstract Data Types

* AMS 10
Engr Math Methods I
or
* MATH 21
Linear Algebra

MATH 23A
Multivariable Calculus

*MATH 19A or 20A
Calculus

CMPE 16
Discrete Math

* CMPE 12/L
Computer Systems & Assembly Language
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*This course has pre-requisites that CS majors are not required to take in their regular course of study.

**NOTE:** Students may not receive credit for both AMS 131 and CMPE 107.

Many graduate courses can also be used to satisfy the electives; however students will need instructor and department approval.

* = Course Satisfies the CS Exit Requirement and an elective requirement

STUDENT'S NAME:

STAFF ADVISOR:

FACULTY ADVISOR: