CSCE 4220.001 Game Programming 2
Instructor: Ian Parberry
Office: NTDP F209
Office Hours: M 1-2pm, W 3-5pm
Phone: 940-565-2845
Semester: Spring 2015
Time: W 5:30-8:20pm
Place: NTDP D201
Email: ian[at]unt[dot]edu

Course Description:
This class will cover 3D game programming with the Unreal Engine 4. Students will have access to the full Unreal source code. Each class meeting will consist of a lecture followed by a hands-on tutorial. Class attendance is mandatory. Grades will be based on the completion of the class tutorial projects.

Learning Outcomes
By the end of the course, you will have:
1. Knowledge of the basic techniques of 3D game programming.
2. Experience working with a commercial grade game engine.
3. Ability to program a 3D game.
4. Ability to use more than one revision control system.
5. Experience with programming using a very large code base.

Course Requirements
Attendance: Required.
Exams: None
Grade: The grade for this class will be based on a sequence of tutorials.

Disability Accommodation
The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.