



## **ARTS 3376.501** **Computer Game Development** **(Java Game Programming)**

**Mondays, 7:00 - 9:45 p.m.**

Instructor: David Wallace Croft  
Email: david@croftsoft.com

Syllabus URL:

<http://www.croftsoft.com/library/courses/gamedev/>

An introduction to 2D game programming using the computer programming language Java. Topics will include Web-based deployment, sprite animation, data persistence, game architecture, artificial intelligence, and multiplayer networking. Students will be required to design, develop, and deploy computer games independently and as members of a team.

Experience with an object-oriented computer programming language such as Java or instructor permission. This course may become a prerequisite for a future course on Java 3D game programming.

