CS4332 - Introduction to Programming Video Games

**CS 4332** Introduction to Programming Video Games (3 semester credit hours) Video game programming concepts. Programming with game engine. 2D and 3D computer graphics techniques and data structures. Computer animation, physics-based methods and collision detection. GPU and shader programming. Artificial intelligence for video games. Networking and multiplayer. Prerequisite: **CE 3345** or **CS 3345** or **SE 3345** or **TE 3345**. (3-0) Y