CS 4332 - Introduction to Programming Video Games

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