## ATCM4368 - Scripting for Games II

<u>ATCM 4368</u> Scripting for Games II (3 semester credit hours) Exploration of advanced methods and techniques in scripting and programing for interactive games, including procedural generation as a tool for game development. Prerequisite: <u>ATCM 3368</u> with a grade of B or better. (3-0) T