

GAME PROGRAMMING

1	Course Title:	GAME PROGRAMMING	
2	Course Code:	IYZ2214	
3	Type of Course:	Compulsory	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	4	
7	ECTS Credits Allocated:	5.00	
8	Theoretical (hour/week):	3.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	None	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Doç. Dr. MELİH ENGİN	
15	Course Lecturers:	Doç. Dr. Melih Engin	
16	Contact information of the Course Coordinator:	Doç. Dr. Melih Engin	
17	Website:		
18	Objective of the Course:	The student acquires general introductory knowledge about topics related to game development and develops sample projects.	
19	Contribution of the Course to Professional Development:	Techniques used in game development, game engines, game design, gameplay tests.	
20	Learning Outcomes:		
		1	Students understand how game engines work
		2	Students learn basic game design topics.
		3	Can develop prototypes of game ideas.
		4	Students know basic game AI algorithms.
		5	Students know the stages of development of 3D game models.
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21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	
1	tanıtım		
2	Game Design Fundamentals		
3	Game Development Documents and Examples		
4	Game Engine Fundamentals		
5	Version Control, Game Example I		
6	Character and Level Design		

7	Game Test	
8	Exeam 1	
9	Game Testing	
10	AI Development	
11	Path Finding	
12	Searh Tree	
13	Project Proposal	
14	Final	

23	Assesment
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Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14		
Contribution of Final Exam to Success Grade	60.00	3.00	42.00
Practicals/Labs	0	0.00	0.00
Self study and preparation	0		
Measurement and Evaluation Techniques Used in the Class	0	0.00	0.00
Homeworks	0	0.00	0.00
Projects	0	0.00	0.00

[illegible]

ÖK5	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							