

CAP 124: Game Design II

The course is designed to enhance students programming skills with 3D assets into creating a virtual world using an industry standard game engine. Upon completion students should be able to use these tools to create a 3D immersive virtual world.

Credits: 3

Transfer Code: Transfer Code

Code C

Lab Hours: 4

Lecture Hours: 1

Prerequisites:

CAP 105

Co-Requisites:

None