## CAP 104: Introduction to Game Design I

This course is designed to introduce the students to the theory of game design and production using industry software and related technologies. Upon completion student should be able to demonstrate technical and creative aspects of game development.

Credits 3

**Lecture Hours** 1

Lab Hours 4

**Transfer Code** 

Code C

Core Course

**Prerequisite Courses** 

**CAP 101** 

Corequisites

None