

# CSCI 422: Game Engine Programming

Game engine programming is introduced as a critical element in compelling game creation. Programming activity will feature input capture, world integration, object motion, collision detection and audio scoring. Game performance metrics, code optimization and quality assurance testing procedures will be emphasized. Code examples will be presented from XNA game studio and Torque. Course game project may be completed using a 2D or 3D game engine of choice including Torque, Gamestudio, Panda3D, or OGRE 3D rendering engine.

**Credits:** 3

**Prerequisites/Permissions:**

CSCI 421

**Program:**

## Computer Science