

COMP 521. MODERN COMPUTER GAMES.

Credits: 4

Offered by: Computer Science (Faculty of Science)

This course is not offered this catalogue year.

Description

Genre and history of games, basic game design, storytelling and narrative analysis, game engines, design of virtual worlds, real-time 2D graphics, game physics and physical simulation, pathfinding and game AI, content generation, 3D game concerns, multiplayer and distributed games, social issues.

- Corequisite: COMP 557.
- 4 hours
- Prerequisite: COMP 251, MATH 223 and (COMP 303 or COMP 361).

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