



2019 - 2020
Game Software Development
Bachelor of Science Degree

Fall Year 1		Courses	Credit Hours	
CIS 1110	Computer Operating Systems and Maintenance I	3	15	
CS 1110	Introduction to Programming	3		
ENG 1010	College Composition I	3		
MTH 1110	College Algebra I	3		
WEB 1110	Introduction to HTML	3		
Spring Year 1		Courses	Credit Hours	
CIS 2210	Database Management and Design	3	15	
CS 1010	Principles of Computer Science	3		
CS 2150	C++ Programming	3		
ENG 1020	College Composition II	3		
MTH 1120	College Algebra II	3		
Fall Year 2		Courses	Credit Hours	
CS 2410	Java Programming	3	15	
CS 3010	Game Design and Analysis	3		
CS 3110	C# Programming	3		
ENG 2410	Creative Writing	3		
MTH 1210	Trigonometry	3		
Spring Year 2		Courses	Credit Hours	
CIS 2510	Systems Development Methods	3	15	
CS 2420	Advanced Java Programming	3		
CS 3850	Game Development	3		
SPK 2010	Oral Communication	3		
WRKIT 2010	Work Experience	3		

Fall Year 3		Courses	Credit Hours	
CS 3210	Data Structures and Algorithms I	3	15	
CS 3410	Programming for Mobile Devices	3		
CS 4110	Artificial Intelligence	3		
CS 4310	Unity Game Programming I	3		
ELECTIVE	Science Elective	3		
Spring Year 3		Courses	Credit Hours	
CS 3220	Data Structures and Algorithms II	3	15	
CS 3310	Application Security Practices	3		
CS 3510	Introduction to Android Mobile SDK and Application Development	3		
CS 4320	Unity Game Programming II	3		
MTH 1410	Introduction to Discrete Mathematics	3		
Fall Year 4		Courses	Credit Hours	
CIS 2610	Visual Basic	3	15	
CS 3520	Advanced Android Mobile Application Development	3		
CS 3810	Unreal Game Programming I	3		
ITS 3210	Legal and Ethical Issues in Information Technology	3		
Select 1 course from the following:				
PSY 1010	Human Relations	3		
PSY 1110	General Psychology	3		
Spring Year 4		Courses	Credit Hours	
CS 3820	Unreal Game Programming II	3	15	
CS 4990	Senior Design Project in Game Software Development	3		
PPM 3010	Project Management	3		
SOC 3210	Cultural Diversity	3		
WRKIT 4010	Work Experience	3		
Program Total			120	