



**2020 - 2021**  
**Game Software Development**  
**Bachelor of Science Degree**  
**Academic Plan**

<b>Fall Year 1</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CIS 1110A	Computer Operating Systems and Maintenance			3
CS 1110	Introduction to Programming	Co-requisite(s): MTH 1010		3
COM 1010	Composition and Critical Thinking I			3
MTH 1010	Quantitative Literacy			3
MTH 1110	College Algebra I			3
				<b>15</b>
<b>Spring Year 1</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CIS 2210	Database Management and Design	CS 1110 or CIS 1110A		3
COM 1020	Composition and Critical Thinking II	COM 1010, MTH 1010		3
CS 2150	C++ Programming	EGR 2710 or CS 1110, MTH 1110		3
MTH 1120	College Algebra II	MTH 1110		3
WEB 1110	Introduction to HTML			3
				<b>15</b>
<b>Fall Year 2</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CIS 2510	Systems Development Methods			3
CS 2410	Java Programming	CS 1110		3
CS 3110	C# Programming	CS 2150		3
MTH 1210	Trigonometry	MTH 1120		3
PSY 2050	Self and Society	COM 1010, MTH 1010; Co-requisite: COM 1020		3
				<b>15</b>
<b>Spring Year 2</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CS 2420	Advanced Java Programming	CS 2410		3
CS 3010	Game Design and Analysis	COM 1020		3
CS 3850	Game Development	CS 3110		3
ITS 2310	Linux I			3
MTH 1410	Introduction to Discrete Mathematics	MTH 1120 or MTH 1310		3
				<b>15</b>

<b>Fall Year 3</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CS 3210	Data Structures and Algorithms I	CS 2150	3	<b>15</b>
CS 3410	Programming for Mobile Devices	CS 3110 or CS 2420	3	
CS 4110	Artificial Intelligence	CS 3110 or CS 3850	3	
CS 4310	Unity Game Programming I	CS 3850	3	
SOC 3050	Personal, Civic, and Global Perspectives	COM 1020, MTH 1010, PSY 2050	3	
<b>Spring Year 3</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CS 1650	Python Programming	EGR 2710 or CS 1110	3	<b>15</b>
CS 3220	Data Structures and Algorithms II	CS 3210	3	
CS 3510	Introduction to Android Mobile SDK and Application Development	CS 3410	3	
CS 4320	Unity Game Programming II	CS 4310	3	
HUM 3910	Integrated Seminar	COM 1010, MTH 1010, PSY 2050, SOC 3050	3	
<b>Fall Year 4</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CS 3310	Application Security Practices	CS 3110	3	<b>15</b>
CS 3520	Advanced Android Mobile Application Development	CS 3510	3	
CS 3810	Unreal Game Programming I	CS 4320	3	
ELECTIVE	Scientific Inquiry Elective		3	
ITS 3210	Legal and Ethical Issues in Information Technology	CIS 1110A, NET 1010	3	
<b>Spring Year 4</b>		<b>Courses</b>	<b>Prerequisite(s)</b>	<b>Credit Hours</b>
CS 3820	Unreal Game Programming II	CS 3810	3	<b>15</b>
CS 3910	Emerging Programming Languages	CS 3210	3	
CS 4990	Senior Design Project in Game Software Development	CS 4320, HUM 3910	3	
PPM 3010	Project Management	COM 1020	3	
WRKIT 4010	Work Experience	Senior status	3	
<b>Program Total</b>				<b>120</b>