



2022 – 2023
Game Software Development
Bachelor of Science Degree
Academic Plan

Fall Year 1		Courses	Prerequisite(s)	Credit Hours
CIS 1110A	Computer Operating Systems and Maintenance			3
COM 1010	Composition and Critical Thinking I			3
CS 1110A	Programming in Python	Co-requisite(s): MTH 1010		3
ELECTIVE	General Education Elective	As needed per choice		3
MTH 1010	Quantitative Literacy			3
				15
Spring Year 1		Courses	Prerequisite(s)	Credit Hours
CIS 2210	Database Management and Design	CS 1110A or CIS 1110A		3
COM 1020	Composition and Critical Thinking II	COM 1010, MTH 1010		3
CS 2150	C++ Programming	EGR2710 or CS 1110A, MTH 1110		3
ELECTIVE	General Education Elective	As needed per choice		3
WEB 1110	Introduction to HTML			3
				15
Fall Year 2		Courses	Prerequisite(s)	Credit Hours
CS 2410	Java Programming	CS 1110A		3
CS 3110	C# Programming	CS 2150		3
ELECTIVE	Program Elective	As needed per choice		3
MTH 1210	Trigonometry	MTH 1120		3
PSY 2050	Self and Society	COM 1010, MTH 1010; Co-requisite: COM 1020		3
				15
Spring Year 2		Courses	Prerequisite(s)	Credit Hours
CS 2420	Advanced Java Programming	CS 2410		3
GSD 3010	Game Design and Analysis	CS 1110A		3
GSD 3850	Game Development	CS 3110		3
ELECTIVE	Program Elective	As needed per choice		3
MTH 2410	Discrete Mathematics	MTH 1120 or MTH 1310		3
				15

Fall Year 3		Courses	Prerequisite(s)	Credit Hours	
CS 3210	Data Structures and Algorithms I	CS 2150	3	15	
GSD 4310	Unity Game Programming I	GSD 3850	3		
ELECTIVE	Program Elective	As needed per choice	3		
PPM 3010	Project Management	COM 1020	3		
SOC 3050	Personal, Civic, and Global Perspectives	COM 1020, MTH 1010, PSY 2050	3		
Spring Year 3		Courses	Prerequisite(s)	Credit Hours	
CS 3220	Data Structures and Algorithms II	CS 3210	3	15	
CS 4110	Artificial Intelligence	CS 3110, CS 3210	3		
GSD 3510	Android Mobile Application Development	GSD 3010	3		
GSD 4320	Unity Game Programming II	GSD 4310	3		
HUM 3910	Integrated Seminar	COM 1010, MTH 1010, PSY 2050, SOC 3050	3		
Fall Year 4		Courses	Prerequisite(s)	Credit Hours	
CS 3310	Application Security Practices	CS 2150	3	15	
ELECTIVE	Program Elective	As needed per choice	3		
GSD 3520	Advanced Android Mobile Application Development	GSD 3510	3		
GSD 3810	Unreal Game Programming I	GSD 4320	3		
ITS 3210	Legal and Ethical Issues in Information Technology	CIS 1110A or NET 1010	3		
Spring Year 4		Courses	Prerequisite(s)	Credit Hours	
GSD 3820	Unreal Game Programming II	GSD 3810	3	15	
GSD 4990	Senior Project in Game Software Development	GSD 4320	3		
ELECTIVE	Program Elective	As needed per choice	3		
ELECTIVE	Scientific Inquiry Elective	As needed per choice	3		
WRK 4850	CoIT Work Experience	Senior status	3		
Program Total				120	

Program Electives

Select any 5 courses, with any of the following prefixes, to fulfill 15 Program Electives hours: CIS, CS, CSC, GSD, ITS, MNP, NET, PPM, WEB. Prerequisites need to be fulfilled for any elective courses.