



2024 – 2025
Game Software Design
Bachelor of Science Degree
Academic Plan

Fall Year 1		Courses	Prerequisite(s)	Credits	
CIS 1110A	Computer Operating Systems and Maintenance			3	15
COM 1010	Composition and Critical Thinking I			3	
CS 1110A	Programming in Python			3	
ELECTIVE	General Education Elective	As needed per choice		3	
MTH 1010	Quantitative Literacy			3	
Spring Year 1		Courses	Prerequisite(s)	Credits	
CIS 2210	Database Management and Design			3	15
COM 1020	Composition and Critical Thinking II	COM 1010, MTH 1010		3	
CS 2150	C++ Programming			3	
ELECTIVE	General Education Elective	As needed per choice		3	
WEB 1110	Introduction to HTML			3	
Fall Year 2		Courses	Prerequisite(s)	Credits	
CS 2410	Java Programming			3	15
CS 3110	C# Programming			3	
ELECTIVE	Open 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	
Spring Year 2		Courses	Prerequisite(s)	Credits	
CS 2420	Advanced Java Programming	CS 2410		3	15
GSD 3010	Game Design and Analysis	CS 1110A		3	
GSD 3850	Game Development	CS 3110		3	
ELECTIVE	Open Elective	As needed per choice		3	
MTH 2410	Discrete Mathematics	MTH 1120 or MTH 1310		3	
Fall Year 3		Courses	Prerequisite(s)	Credits	
CS 3210	Data Structures and Algorithms I	CS 1110A, or CS 2150, or CS 2410, or CS 3110, and corequisite MTH 2410		3	15
GSD 4310	Unity Game Programming I	GSD 3850		3	
GSD 3510	Android Mobile Application Development	CS 2410		3	
PPM 3010	Project Management			3	
ELECTIVE	Open Elective	As needed per choice		3	

Spring Year 3		Courses	Prerequisite(s)	Credits	
CS 3220	Data Structures and Algorithms II	CS 3210	3	15	
CS 2050	Introduction to Artificial Intelligence	CS 1110A, or CS 2150, or CS 2410, or CS 3110, and corequisite MTH 2410	3		
GSD 3520	Advanced Android Mobile Application Development	GSD 3510	3		
GSD 4320	Unity Game Programming II	GSD 4310	3		
ELECTIVE	Scientific Inquiry Elective	As needed per choice	3		
Fall Year 4		Courses	Prerequisite(s)	Credits	
CS 3310	Application Security Practices	CS 1110A, or CS 2150, or CS 2410, or CS 3110	3	15	
SOC 3050	Personal, Civic, and Global Perspectives	COM 1020, MTH 1010, PSY 2050	3		
ELECTIVE	Open Elective	As needed per choice	3		
GSD 3810	Unreal Game Programming I	GSD 4320	3		
ITS 3210	Legal and Ethical Issues in Information Technology	Junior status	3		
Spring Year 4		Courses	Prerequisite(s)	Credits	
GSD 3820	Unreal Game Programming II	GSD 3810	3	15	
GSD 4990	Senior Project in Game Software Development	GSD Major and Senior status	3		
ELECTIVE	Open Elective	As needed per choice	3		
HUM 3910	Integrated Seminar	COM 1010, MTH 1010, PSY 2050, SOC 3050	3		
WRK 4850	CoIT Work Experience	Senior status	3		
Program Total				120	

Open Electives:

Open Electives may be from any prefix. Prerequisites need to be fulfilled for any elective courses.