BAKER COLLEGE
STUDENT LEARNING OUTCOMES

GSD3810 Unreal Programming I
3 Semester Hours

Student Learning Outcomes & Enabling Objectives

1. Explain how games are created in Unreal4.
    a. Describe the game creation process.
    b. Describe how the type of game influences design.
2. Use Unreal4 tools and pipelines to create game characters, environments and objects.
    a. Import graphic and sound assets.
    b. Customize character appearance.
    c. Construct weapons and projectiles.
3. Construct game logic using visual scripting elements in Unreal
    a. Use blueprints for handling logic.
    b. Create variables.
    c. Create object animation
    d. Create events.

Big Ideas and Essential Questions

Big Ideas
- Create Interactive Characters
    o importing graphic and sound assets
    o customizing character appearance
    o Creating weapons and projectiles
- Create game logic
    o using blueprints for game logic
        ▪ handling input
        ▪ creating and using variables
        ▪ object animation
        ▪ events

Essential Questions
1. How does a game developer create a game in Unreal4
2. How does the type of game influence the design in Unreal
3. What role does planning play in game creation

These SLOs are not approved for experiential credit.

Effective: Fall 2022