



**BAKER COLLEGE**  
**STUDENT LEARNING OUTCOMES**

**GSD3850 Game Development**  
**3 Semester Hours**

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**Student Learning Outcomes & Enabling Objectives**

1. Create a game using Action Script 3 (AS3):
    - a. Design a game using AS3.
    - b. Build a game using AS3.
  2. Program objects with the AS3 programming language.
    - a. Program animated objects with the AS3 programming language.
    - b. Program sound objects.
    - c. Manipulate game data through the use of arrays.
    - d. Construct a game loop to animate and update objects.
    - e. Use the Flash .fla library and AS3 to access art assets.
    - f. Use movie clips to add animation.
  3. Apply proper file structure and security measures in a Flash production environment.
    - a. Incorporate security in a game application.
    - b. Explain the importance of naming conventions in a production environment.
    - c. Explain the connection between a .fla file's document class and the game's Action Script .as programming files.
    - d. Apply proper Publish Settings for your game's .fla file.
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**Big Ideas and Essential Questions**

**Big Ideas**

- Art Production, Game Development

**Essential Questions**

1. How do art production and programming work together in game development?
  2. How do all the components fit together to make a quality game?
  3. How does the type of game influence the components used to make it?
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These SLOs are not approved for experiential credit.

**Effective: Fall 2022**