BAKER COLLEGE
STUDENT LEARNING OUTCOMES

GSD4320 Unity Game Programming II
3 Credit Hours

Student Learning Outcomes and Enabling Objectives

1. Design a computer game using the Unity 3D game engine processes
   a. Setup lights in a scene.
   b. Manage assets/objects in you game.
   c. Examine Game Controller.
   d. Setup of environmental game play objects.
   e. Setup the Player (Animation, Movement, Stats).
   f. Construction of enemy players.
   g. Explore procedural generated game elements.
   h. Evaluate the use of the physics engine in your game design.
   i. Determine the appropriate use of movement in your game design.
   j. Add elements to your game design.
   k. Explore Artificial Intelligence.
2. Create a functional 3D computer game by combining design and programming for the Unity 3D game engine
   a. Use scripting to help program a 3D computer game
   b. Add game details using the animation editor

Big Ideas and Essential Questions

Big Ideas
Game engine processes

- Start to finish game building.
- Interactive Game Elements.
- Artificial Intelligence.
- Controls in the Game
- Lighting a Scene and Objects.

Game engine programming

- Scripting

- Best practices

Essential Questions
1. How do I use the game engine processes to build a game?
2. How does the type of game determine the programming needed to work within the game engine?

These SLOs are not approved for experiential credit.

Effective: Fall 2022