BAKER COLLEGE
STUDENT LEARNING OUTCOMES

GSD4990 Senior Project in Game Software Development
3 Semester Hours

Student Learning Outcomes & Enabling Objectives

1. Create a 3D game using Unity 3D.
    a. Design a game in the Unity 3D game engine.
    b. Construct a game in the Unity 3D game engine.

2. Evaluate various game design and development decisions while working as part of a collaborative team.
    a. Participate on a team to design, develop and build a game.
    b. Decide on roles and activities for each member of the team.

3. Assess the individual performance of team members.
    a. Assess one's individual performance on the game design team.
    b. Assess the performance of the other individual team member of the game design team.

Big Ideas

- Build a game
- Teamwork
- Stages of Game Development

Essential Questions

1. What role does teamwork play in decision-making?
2. How does teamwork influence the building of a software game?
3. How does building a software game from concept to fruition really happen?

These SLOs are not approved for experiential credit.

Effective: Fall 2022