

## GAME: Gameplay Programming I

Module Title:			Gameplay Programming I				
Language of Instruction:		n:	English				
Crodite		5					
orcuits.		0					
NFQ Level:		6					
Module Delivered In			1 programme(s)				
Module Aim:			Introduce learners to the skill of gameplay programming for specific genres. Students will understand how to program 2D games. Students will learn how to program entertaining interactions and understand the formation of harmony through actions and feedback through visuals, haptics, reactions, events and sound. The focus will be the creation of titles with engaging playability.				
Learning Ou	itcomes						
On successful completion of this module the learner should be able to:							
LO1	Understand the domain of programming applied to games development						
LO2	Problem solving techniques applied to gameplay programming and appreciation of the game engine solutions						
LO3	Interpretation and construction of algorithms to solve problems the implement sub-systems within a game title						
LO4	Programming games that respond to gamer input for specific genres						
Pre-requisite	e learning						
<i>Module Recommendations</i> This is prior learning (or a practical skill) that is recommended before enrolment in this module.							
No recommendations listed							
Incompatible Modules These are modules which have learning outcomes that are too similar to the learning outcomes of this module.							
No incompatible modules listed							
Co-requisite	Modules						
No Co-requisite modules listed							
<b>Requirements</b> This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.							
No requireme	No requirements listed						



### GAME: Gameplay Programming I

# Module Content & Assessment

Indicative Content							
Drawing Primitives Drawing primitives including lines, ellipses, boxes, sprites and application of color							
Gamer Input Handling user input from keyboard, mouse, game controllers, motion control, multi-touch haptic input and gesture based systems							
Immersion Identification of appropriate game control, expression of gameplay goals, events, responses to gamer actions, responses to systems events, implementation of game rules and refinement of game balance							
Game State Management Implementation of Game state persistence							
Assessment Breakdown				%			
Project					50.00%		
Practical					50.00%		
Continuous Assessment							
Assessment Type		Assessment Description	Outcome addressed		% of total	Assessment Date	
Practical/Skills Evaluation		Create 2D Game Scene	1,2,3		50.00	n/a	
Project	-				1		
Assessment Type Asses		essment Description C		Outcome addressed		Assessment Date	
Project Create		e 2D Game Scene	1,2,3,4		50.00	n/a	
No Practical							
No End of Module Formal Examination							

SETU Carlow Campus reserves the right to alter the nature and timings of assessment



#### GAME: Gameplay Programming I

## Module Workload

Workload: Full Time					
Workload Type	Frequency	Average Weekly Learner Workload			
Lecture	12 Weeks per Stage	1.00			
Laboratory	12 Weeks per Stage	3.00			
Independent Learning	15 Weeks per Stage	5.13			
	Total Hours	125.00			

Module Delivered In						
Programme Code	Programme	Semester	Delivery			
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	3	Mandatory			