

No requirements listed

GAME: Gameplay Programming I

Module Title:			Gameplay Programming I		
Language of Instruction:		ո։	English		
Credits: 5		5			
NFQ Level: 6		6			
Module Delivered In			1 programme(s)		
Module Aim:			Introduce learners to the skill of gameplay programming for specific genres. Students will understand how 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	tcomes				
On successfu	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		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		d construction of algorithms to solve problems the implement sub-systems within a game title		
LO4	LO4 Programming games that respond to gamer input for specific genres		ames that respond to gamer input for specific genres		
Pre-requisite	e learning				
Module Reco			tical skill) that is recommended before enrolment in this module.		
No recomme	No recommendations listed				
Incompatible Modules These are modules which have learning outcomes that are too similar to the learning outcomes of this module.					
No incompati	No incompatible modules listed				
Co-requisite	Co-requisite Modules				
No Co-requisite modules listed					
Requirements This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.					



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Module Content & Assessment

Drawing Primitives

Drawing primitives including lines, ellipses, boxes, sprites and application of color

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					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Project	Create 2D Game Scene	1,2,3,4	50.00	n/a	

No Proceedings	
No Practical	,

No End of Module Formal Examination

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



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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