

# Game Development Concentration

If you completed CS 429 during the Fall 2019 semester or before, you may complete this version of the TXCS Game Development Concentration.

FOUNDATION COURSES	CUTTING EDGE TOPICS	CAPSTONES
<p><b>To earn the Game Development Concentration students will need to complete the following courses:</b></p> <ul style="list-style-type: none"> <li>• CS 354: Computer Graphics</li> <li>• CS 354R: Game Technology</li> </ul>	<p><b>Students will also need to take two of the following elective classes:</b></p> <ul style="list-style-type: none"> <li>• CS 343: Artificial Intelligence</li> <li>• CS 371D: Distributed Computing</li> <li>• CS 371M: Mobile Computing</li> <li>• CS 378: Natural Language Processing</li> <li>• CS 356: Network Computers</li> </ul>	<p>The Game Development Concentration capstone courses—<a href="#">2D Game Development</a> and <a href="#">3D Game Development</a> studio—synthesize the expertise that students acquire during the Concentration by enabling them to design, develop, and evaluate computer games. The classes are collaborative and interdisciplinary, consisting of teams of students from radio-television-film, fine arts, and computer science working together on a project. Students must choose one of these capstones to complete the Game Development Concentration. If both capstone courses are taken, the second may count as an elective.</p>
<p><i>Before entering this program, students must take <a href="#">CS 371P: Object-Oriented Programming</a>, <a href="#">CS 378 Generic Programming</a> or <a href="#">CS 105 C++</a></i></p>	<ul style="list-style-type: none"> <li>• CS 378: Programming for Performance</li> <li>• CS 373: Software Engineering</li> </ul> <p><i>In addition to the interdisciplinary elective courses within the Concentration, students are encouraged to take other courses useful for game development in departments such as art and art history, music, theater and dance, and radio-television-film.</i></p>	<p>To enroll in the 2D Game Development course, students must first complete CS 354 Computer Graphics. For the 3D Game Development capstone, students must first complete CS 354R Game Technology or submit an application showing your game-related work, including work in software, designs, animation, artwork, sound, and game stories. Any material that demonstrates your skills in one or more areas of game development is welcome. The application can be found <a href="#">here</a>.</p>