

Project: Design, Development, and Documentation of Interactive Systems

CSE 3902

Credit Hours:

4.00

Course Levels:

Undergraduate (1000-5000 level)

Course Components:

Lecture

Course Description:

Intensive group project involving design, development, and documentation of an interactive software system, a 2D interactive game; communication skills emphasized; builds programming maturity.

Prerequisites and Co-requisites:

Prereq: 2231; and 2321; and 2421 or 3430, or 2451 and ECE 2560; and enrollment in CSE, CIS, ECE, Music (BS), or Data Analytics major.

Course Goals / Objectives:

- Be competent with 2D graphics objects and rendering
- Be competent with event based programming
- Be familiar with elements of game engines such as AI, animation, memory management, and user control
- Be familiar with game content creation and editing tools
- Be competent with writing, organizational, and presentation skills
- Be competent with analyzing the intended audience for a written document and writing an audience profile
- Be familiar with making engineering decisions involving tradeoffs (e.g., space-time tradeoffs in choosing a table implementation)
- Be familiar with defining the purpose (persuade, inform, etc.) of a written document and select the appropriate rhetorical devices
- Be familiar with writing several pieces of documentation that have different purposes and to use appropriate organization to tie them together
- Be familiar with group project organization techniques including conducting group meetings, recording minutes, and tracking project progress
- Be familiar with using one structured approach to large software design to carry out a large group project

Course Topics:

- Computer graphics and games overview
- Event based programming
- 2D rendering pipeline
- Image processing
- Introduction to 3D graphics
- Student project team meetings
- Student project team design reviews, presentations, etc.

Designation:

Required

Elective