CSCE 4220/5265 Game Programming 2

Instructor: Ian Parberry
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Semester: Spring 2020
Time: TR 1:00-2:20pm
Place: NTDP D202
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Course Description:

This class will cover 3D game programming with the Unreal Engine 4. Students will have access to the full Unreal source code. Class meetings will generally consist of a lecture and a hands-on tutorial. Class attendance is mandatory. Grades will be based on the completion of the class tutorial projects.

Draft Schedule

Week 1: Introduction
Week 2: Unreal Engine Basics
Week 3: Unreal Engine Programming
Week 4: Character Setup 1
Week 5: Character Setup 2
Week 6: Triggers and Matinee
Week 7: Blueprints, Top-Down, and Projectiles
Week 8: Ray Tracing and Interfaces
Week 9: Swimmable Water
Week 10: Basic AI, Navigation, and Sound Cues
Week 11: HUD and Text
Week 12: TBA
Week 13: TBA
Week 14: Project presentations
Week 15: Project presentations

Learning Outcomes

1. Knowledge of the basic techniques of 3D game programming.
2. Experience working with a commercial grade game engine.
3. Ability to program a 3D game.
4. Experience with programming using a very large code base.

Course Requirements

Attendance: Required.
Exams: None.
Grade: Tutorials, assignments, and a project.

Disability Accommodation

The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.