

**GAME PROGRAMMING (T163) 2024-2025 PATHWAY**

<b>Semester 1: Fall 2024 or Winter 2025</b>			<b>Delivery</b>
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 1001	Introduction to Programming		4
GAME 1007	Game Fundamentals I		4
GAME 1005	Game Production I		3
GSSC 1027	Personal Finance		3
MATH 1180	Math for Game Development		4
COMM 2000^	Communicating Across Contexts		3
		<b>Total Hours</b>	<b>21</b>
<p>*Depending on the results of your placement test, you may be required to take Introduction to College Communication: COMM 1000 before progressing to COMM 2000. Students placed in COMM 1000 will be charged extra tuition. Please visit the Assessment Centre for further information <a href="http://assessment.georgebrown.ca/">http://assessment.georgebrown.ca/</a></p>			
<b>Semester 2: Winter 2025 or Summer 2025</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 1011	Advanced Programming	GAME 1001	4
GAME 1017	Game Fundamentals II	GAME1007	4
GAME 3001	Artificial Intelligence	GAME1007	4
GAME 1014	Game Production II	GAME 1005	3
MATH 1107	Linear Algebra and Geometry	MATH 1180	4
GNED	General Education Elective (Select One)		3
		<b>Total Hours</b>	<b>22</b>
<b>Semester 3: Fall 2025</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 2020	Game Production III	GAME 1014	3
GAME 2001	Data Structures & Algorithms	GAME 1011	4
GAME 2005	Game Physics	MATH 1107	4
GAME 2012	3D Graphics Programming	MATH 1107	4
GAME 2013	Game Engines I	GAME 1017	3
GNED	General Education Elective (Select One)		3
		<b>Total Hours</b>	<b>21</b>
<b>Semester 4: Winter 2026</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 2030	Game Production IV	GAME 2020	3
GAME 2031	Advanced Topics in Programming Languages	GAME 2001	4
GAME 3111	Advanced Graphics Programming	GAME 2012	4
GAME 3002	Physics Engines	GAME 2005	3
GAME 2023	Game Engines II	GAME 2013	3
COMP 2148	Professional workplace competencies	COMM 2000	3
		<b>Total Hours</b>	<b>20</b>
<b>Semester 5: Fall 2026</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 3020	Game Production V	GAME 2030	3
GAME 2014	Mobile Game Development I	GAME 2031	3
GAME 3003	Console Game Development I	GAME 2023	3
GAME 3110	Multiplayer Systems	GAME 3002	3
GAME 3023	Game Engines III	GAME 2023	3
GAME 3121	Game Engine Development I	GAME 3111	3
		<b>Total Hours</b>	<b>18</b>
<b>Semester 6: Winter 2027</b>			
<b>Course Code</b>	<b>Course Title</b>	<b>Pre-Requisite</b>	<b>Hrs/wk</b>
GAME 3030	Game Production VI	GAME 3020	3
GAME 3004	Mobile Game Development II	GAME 2014	3
GAME 3011	Game Portfolio Development	GAME 3110	3
GAME 3015	Game Engine Development II	GAME 3121	3
GAME 3033	Game Engines IV	GAME 3023	3
GAME 3112	Console Game Development II	GAME 3003	3
		<b>Total Hours</b>	<b>18</b>
<b>Courses delivered at the Waterfront Campus</b>			
<b>*PATHWAY SUBJECT TO CHANGE*</b>			