Course title	Code	semester	T+U	credit	ECTS
Game Design and Programming 1		5	3+0	3	4

Prerequisite Courses	None
Language of the Course	English
Course Level	Undergraduate
Type of Course	Optional
Course Coordinator	
Instructors	
Course Assistants	
The aim of lesson	2-dimensional game programming and their application areas with examples
Course Content	2D Game Programming General Information / Game Components / Intelligence and Intelligence Games / Animation Components / Puzzle Apps / Matching Applications / Word Game Applications / Direction and Movement Components / Word Game Applications / 2 and 3D Games
Course Learning Outcomes	Students who successfully complete this course; 1. Gains knowledge of game theory. 2. 2. Learns programming languages and libraries required for game programming. 3. 3. Can design game graphics. 4. 2D game design

Weeks	Topics
one	Game Components
2	Basic Game Framework
3	Intelligence and Mind Games
4	Animation
5	Puzzle Apps
6	Matching Apps
7	Matching Apps
8	Direction and Motion Components
9	Cause Effect Relationship
10	Word Game Applications
11th	Question and Answer Applications
12	Platform Games
13	2-Dimensional Games
14	2-Dimensional Games

General Competencies

Gain knowledge of game theory and game programming. With this information the game develops the application.

resources

Timuçin Hatipoğlu, Game Programming with Unit 3D, KODLAB, 2019.
Mustafa Bayraktar, Unity 3D Make Your Own Game, Zerobir, 2020.

Evaluation System

The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

	WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE										
	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
LO1	5	5	5	5	4	4	4	5	5	4	4
LO2	5	4	4	4	4	3	3	3	5	4	5
LO3	5	5	5	4	5	3	3	3	3	3	3
LO4	5	5	5	3	5	4	3	3	3	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	**1 Very Low**		**2 Low**		**3 Medium**		**4 High**		**5 Very High**		

Relation of Program Outcomes and Related Course

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
Game Design and Programming 1	5	5	5	4	5	3	4	4	3	4	3