Course title	Code	semester	T+U	credit	ECTS
Game Design and Programming 2		6	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	3-dimensional game programming and their application areas with examples
Course Content	3D Game Programming / Game Components / Scenes, Platforms, Rigidbody, transform components, Motion Methods, Colliders, Triggers
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. 4D game design

Weeks	Topics
one	3D Game Components,
2	Scenes
3	Transform Component
4	Character Actions
5	AddForce and Translate Differences
6	Using Rigidbody Component
7	Creating a C# File
8	Awake, Start, Update, FixedIpdate Methods
9	Colliders and their Types
10	Triggers
11th	Script Codes
12	Platform Games
13	3-D Games
14	3-D 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**	**PC10**	**PC11**
INCREASE 1	5	5	5	5	4	4	4	5	5	4	4
INCREASE 2	5	4	4	4	4	3	3	3	5	4	5
INCREASE 3	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 2	5	5	5	4	5	3	4	4	3	4	3