

# Game Development

Create interesting games and you improve your skills in C# programming and algorithms

Elective Course at Computer Science, 4th semester

## Objectives

Students learn how to design and construct 2D games using C# and Visual Studio

This course will focus primarily on games for Windows8, though the MonoGame framework can be used on almost any platform.

## Main Topics

- Game design
- Algorithms
- Using frameworks
- Using sprites, sound and input
- Constructing 3-4 different games/genres
- Combining different game elements into your own game.
- Level design

## Literature

- Level Up! By Scott Rogers
- Supplementary Literature
  - Game Design Workshop, Tracy Fullerton, 2008, ISBN: 978-0-240-80974-8