

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE TITLE: Game Program Troubleshooting

COURSE NUMBER: GMD211

Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I. MAJOR INSTRUCTIONAL OBJECTIVES:

OBJECTIVE A: Students will discover their path to thinking like a programmer and will develop tools for programming troubleshooting.

A-1. Develop skills for programmatic thinking.

A-2. Understand and debug compiler error messages using reference material and documentation.

A-3. Use systems thinking at the development phase in order to effectively design programming for game engines.

OBJECTIVE B: Learn to prepare their programming workspace and environment properly.

B-1. Demonstrate the proper use of industry standard software for implementation into a game engine.

B-2. Understand the differences between various integrated development environments.

B-3. Utilize various software development tools like debuggers, consoles, and monitors to aid in development.

OBJECTIVE C: Understand the Systems Development Life Cycle and how it can be utilized with promotion, production, and support of not only game design and development, but also for other projects in general.

C-1. Be able to identify the various stages of the SDLC Models.

C-2. Demonstrate the ability to work and delegate within the SDLC, and its timelines, milestones, and team resources.

C-3. Create a presentation outlining the given task in a professional manner covering the aspects needed for the production of the project.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices