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

**COURSE NUMBER:**    GMD300
**COURSE TITLE:**       Advanced Game Engines Using Unity

Students are required to supply their own external storage (ie., 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:**    Learn how to operate as a team.
**OBJECTIVE B:**    Learn to identify gaps in your group and your own performance during a project and attempt to compensate and mitigate.
**OBJECTIVE C:**    Gain first-hand experience in the Software Development Life Cycle and the fast pace of game development.
**OBJECTIVE D:**    Interact with External Clients.
**OBJECTIVE E:**    Deliver project assets based on milestones and actual deliverables.

**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, gaming, 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.