



BAKER COLLEGE STUDENT LEARNING OUTCOMES

CS3850 Game Development
3 Semester Hours

Student Learning Outcomes and Enabling Objectives

- 1) Create a game using Action Script 3 (AS3):
 - a) Design a game using AS3.
 - b) Build a game using AS3.
- 2) Program objects with the AS3 programming language.
 - a) Program animated objects with the AS3 programming language.
 - b) Program sound objects.
 - c) Manipulate game data through the use of arrays.
 - d) Construct a game loop to animate and update objects.
 - e) Use the Flash .fla library and AS3 to access art assets.
 - f) Use movie clips to add animation.
- 3) Apply proper file structure and security measures in a Flash production environment.
 - a) Incorporate security in a game application.
 - b) Explain the importance of naming conventions in a production environment.
 - c) Explain the connection between a .fla file's document class and the game's Action Script .as programming files.
 - d) Apply proper Publish Settings for your game's .fla file.

Big Ideas and Essential Questions

Big Ideas

- Art Production, Game Development

Essential Questions

1. How do art production and programming work together in game development?
2. How do all the components fit together to make a quality game?
3. How does the type of game influence the components used to make it?

These SLOs are approved for experiential credit.

Effective: Fall 2017