# TSC | TALLAHASSEE STATE COLLEGE

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| **Game Development Design**<br>**Associate in Science Degree \| Program: 2179 \| 60 credits**<br>**CIP # 1550041100**<br>**Course Sequence Guide for Full-Time Enrollment** | | | | |
| **SEMESTER** | **Course ID** | **Course Title** | **Credits** | **Pre/Corequisites** |
| **Semester 1** | ENC1101 | College Composition | 3 | Prerequisite: Course, placement, or eligible exemption |
| | MAC1105 | College Algebra | 3 | Prerequisite: Course, placement, or eligible exemption |
| | Social Science | Any Social Science State Core group 2 | 3 | Prerequisite: Course, placement, or eligible exemption |
| | CGS1060 | Computer and Internet Literacy | 3 | Prerequisite: Course, placement, or eligible exemption |
| | | **Total Credits** | **12** | |
| **Semester 2** | COP2220 | Introduction to C++ Programming | 3 | Prerequisite: Course, placement, or eligible exemption |
| | DIG1710 | Introduction to Game Design | 4 | |
| | DIG1430 | Storyboarding | 4 | |
| | | **Total Credits** | **11** | |
| **Semester 3** | CAP2047 | User Interface Design | 4 | Prerequisite: DIG1710 |
| | DIG1705 | 3D Programming | 4 | |
| | COP2221 | Intermediate Programming with C++ | 3 | Prerequisite: COP2220 |
| | | **Total Credits** | **11** | |
| **Semester 4** | Science | Any Natural Science State Core | 3 | Prerequisite: Course, placement, or eligible exemption |
| | Humanities | Any Humanities State Core | 3 | Prerequisite: ENC1101 |
| | DIG1712 | Level Building and Design | 4 | Prerequisite: CAP2047 |
| | CAP2951 | Game Development Project I | 4 | Prerequisite: DIG1430 |
| | | **Total Credits** | **14** | |
| **Semester 5** | DIG2626 | Artificial Intelligence for Game Development | 4 | Prerequisite: CAP2047 and COP2221 |
| | DIG2717C | Game System Design | 4 | Prerequisites: MAC1105, DIG1710, and DIG1712 |
| | CAP2952C | Game Development Project II | 4 | Prerequisite: DIG1430 |
| | | **Total Credits** | **12** | |
| | | **PROGRAM TOTAL** | **60** | |