



## UNIVERSITI TEKNOLOGI MARA

### ADE556: VIDEO GAME ENGINES

<b>Course Name (English)</b>	VIDEO GAME ENGINES <b>APPROVED</b>
<b>Course Code</b>	ADE556
<b>MQF Credit</b>	3
<b>Course Description</b>	This course provides an introduction on the types of Video Game Engines and their functions. It also give the opportunity to the student to practice and explore on specific game engine in order to design and develop simple game environment.
<b>Transferable Skills</b>	Technology literacy. Leadership. Adaptability. Teamwork
<b>Teaching Methodologies</b>	Lectures, Tutorial, Simulation Activity, Computer Aided Learning, Project-based Learning
<b>CLO</b>	CLO1 Identify the several types of Video Game Engines and their functionalities. CLO2 Build on the functionality of Video Game Engines CLO3 Propose a simple game using specific game engine in a group work.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Introduction to Game Engine</b> 1.1) N/A	
<b>2. Game Engine as an Idea</b> 2.1) N/A	
<b>3. Video Game Engines and Game Development</b> 3.1) N/A	
<b>4. Game Engine Architecture</b> 4.1) N/A	
<b>5. The Principles of Video Game Engine Design</b> 5.1) N/A	
<b>6. Configuring a Game Engine Project</b> 6.1) N/A	
<b>7. Implementing the Game Engine</b> 7.1) N/A	
<b>8. Final Presentation</b> 8.1) N/A	

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	n/a	30%	CLO1
	Assignment	n/a	30%	CLO2
	Final Project	n/a	40%	CLO3
Reading List	Recommended Text	<ul style="list-style-type: none"> <li>• Jason Gregory 2018, <i>Game Engine Architecture</i>, 3, illustrated Ed., CRC Press [ISBN: 978-135197428]</li> <li>• Alan Thorn 201, <i>Game Engine Design and Implementation-Foundations of game development</i> revised Ed., Jones &amp; Bartlett Learning [ISBN: 978-076378451]</li> <li>• Dr. Edward Lavieri 2015, <i>Getting Started with Unity 5 Community experience distilled</i>, Packt Publishing Ltd [ISBN: 978-178439563]</li> <li>• GameSalad, Jeannie Novak 2013, <i>The Official GameSalad Guide to Game Development Explore Our New Media Arts &amp; D Explore Our New Media Arts and Design 1st Eds Series</i> illustrated Ed., Cengage Learning [ISBN: 978-113360564]</li> <li>• Brandon Gardiner 2015, <i>GameMaker Cookbook</i>, Packt Publishing Ltd [ISBN: 978-178439713]</li> </ul>		
Article/Paper List	This Course does not have any article/paper resources			
Other References	This Course does not have any other resources			