



UNIVERSITI TEKNOLOGI MARA

CGD463: TWO DIMENSIONAL GAME DEVELOPMENT

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| Course Name (English) | TWO DIMENSIONAL GAME DEVELOPMENT APPROVED |
| Course Code | CGD463 |
| MQF Credit | 3 |
| Course Description | This course gives opportunities to students to develop 2-Dimensional game by applying the fundamental of 2D game elements and arts. The basic principles of 2D games are reviewed and applied, including character development and story conception through production. Students will design the 2D game concepts with the use of several types of 2D game softwares. |
| Transferable Skills | Technology literacy Teamwork Adaptability |
| Teaching Methodologies | Lectures, Studio, Self-directed Learning |
| CLO | CLO1 Analyse the 2D game elements and concepts of the existing 2D games (C4, PO1). CLO2 Construct a 2D game concept by applying the fundamental of 2D game elements (P3, PO7). CLO3 Perform a 2D game using appropriate 2D game software and platform (A5, PO6). |
| Pre-Requisite Courses | No course recommendations |
| Topics | |
| 1. Introduction to 2D Game 1.1) N/A | |
| 2. 2D Game Elements 2.1) N/A | |
| 3. 2D Game Concepts 3.1) N/A | |
| 4. Analyzing 2D Game Elements & Concepts of the Existing 2D Games 4.1) N/A | |
| 5. 2D Game Mechanics 5.1) N/A | |
| 6. Developing 2D Game Elements & Concepts 6.1) N/A | |
| 7. Developing 2D Game Characters, Props and Environments 7.1) N/A | |
| 8. Constructing the Gameplay of 2D Game 8.1) N/A | |
| 9. Constructing Level Design of 2D Game 9.1) N/A | |
| 10. Executing 2D Game Development Using Appropriate Software & Platforms 10.1) N/A | |
| 11. 2D Game Prototyping 11.1) N/A | |

| Assessment Breakdown | | % | | |
|-----------------------|--|---------|--|--|
| Continuous Assessment | | 100.00% | | |

| Details of Continuous Assessment | Assessment Type | Assessment Description | % of Total Mark | CLO |
|----------------------------------|-----------------|------------------------|-----------------|------|
| | Assignment | Formative | 20% | CLO1 |
| | Assignment | Formative | 40% | CLO2 |
| | Final Project | Summative | 40% | CLO3 |

| Reading List | Recommended Text | <ul style="list-style-type: none"> • Ashley Godbold 2016, <i>Mastering Unity 2D Game Development - Second Edition</i>, 2nd Ed. [ISBN: 9781786463456] • Alan Thorn 2013, <i>Learn Unity for 2D Game Development</i>, Apress [ISBN: 143026229X] • Dave Calabrese 2014, <i>Unity 2D Game Development</i>, Packt Publishing Ltd [ISBN: 1849692572] |
|---------------------------|---|---|
| | Reference Book Resources | <ul style="list-style-type: none"> • Heather Maxwell Chandler 2013, <i>The Game Production Handbook</i>, Jones & Bartlett Publishers [ISBN: 1449688098] • Charles Kelly 2012, <i>Programming 2D Games</i>, CRC Press [ISBN: 146650868X] • John Pile, Jr. 2016, <i>2D Graphics Programming for Games</i>, CRC Press [ISBN: 1466501901] |
| Article/Paper List | This Course does not have any article/paper resources | |
| Other References | This Course does not have any other resources | |