[Course Title]
Game Programming

[Course Code]
COMP 4451

[No. of Credits]
3 credits

[Any pre-/co-requisites]
Co-Requisite: COMP4411

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Course Description

Computer game development touches on many facets of computer science, including computer graphics, artificial intelligence, algorithms, networking, human-computer interaction, music, and sound. This course will cover all of these aspects, with special emphasis on real-time graphics rendering. Students will get hands-on experience on how to design and implement real-world computer games, which will help improve their skills in programming, teamwork, management, and communication.

Assessments:

[List specific assessed tasks, exams, quizzes, their weightage]

Assessment Task	Contribution to Overall Course grade (%)
Class participation	7%
Game project	63%
Final examination	30%

Required Texts and Materials

N/A (lecture notes and slides)

[Optional] Additional Resources

N/A