

102-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	電腦遊戲設計實務	Serial No. / ID	0966 / IFI3101
Dept.	資訊工程學系	School System / Class	大學日間部3年3班
Lecturer	邱紹豐	Full or Part-time	專任
Required / Credit	Optinal / 3	Graduate Class	No
Time / Place	(四)678 / H708	Language	Chinese

Introduction
This course is designed to teach students on how to develop Windows games in Visual Studio 2010 (or later) using C# language. It will start with the introduction of the basic .Net components and use them to develop Windows games. The latest MS XNA gaming framework will be taught to help students to enter the gaming industry.

Outline
<ol style="list-style-type: none">1. Introduction to C# language2. Basic instructions and actor movements3. Implementation of Windows games4. Introduction to XNA5. Mathematical requirements6. Implementation of XNA games

Prerequisite
Windows Programming