Course Syllabus

Code - Course Title	**DOT305 - Digital Game Development I**
Course Type	V. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to game development concepts and processes	
Week - 2		Game engine architecture and project setup	
Week - 3		Game loop structure	
Week - 4		Input systems and user interaction	
Week - 5		2D game mechanics applications	
Week - 6		Setting up a 3D scene and object management	
Week - 7		Use of physics engine and collision system	
Week - 8		UI and HUD design and integration	
Week - 9		Camera movement and tracking systems	
Week - 10		Synchronization of simple animation systems with gameplay	
Week - 11		In-game menus and user interface controls	
Week - 12		Performance optimization and debugging	
Week - 13		Game prototype development practice	
Week - 14		Prototype presentation and project evaluation	

Learning Outcomes

#	Learning Outcome
1	Explain the basic components of game development processes
2	Create and integrate game mechanics within a game engine
3	Design game components using input systems, UI, and physics engines
4	Develop basic working game prototypes
5	Manage game production processes based on teamwork

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.