Course Syllabus

Code - Course Title	**OGP108 - 2D Game Development Studio**
Course Type	II. SEMESTER
Laboratory + Practice	2+4
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ÖĞR. GÖR. AHMET MÜCAHİD ARVASİ

Mode of Delivery	Face to Face
Prerequisites	There are no prerequisites.
Courses Recomended	It is not available.
Recommended Resources	It will be announced later.
Work Placement	It is not available.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		2D Game Engines	
Week - 2		2D Game Tools	
Week - 3		2D Graphic Design and Animation	
Week - 4		Game Physics and Level Design	
Week - 5		Character Design and Sprite Animations	
Week - 6		Game Prototyping and Testing	
Week - 7		2D Game Design Project Development	
Week - 8		Application Project: Game Story and Character Design	
Week - 9		Application Project: Development of Game Physics	
Week - 10		Application Project: Graphic Design and Animation Processes	
Week - 11		Application Project: Sound Design and Music Selection	
Week - 12		Application Project: Game Progression and Balancing	
Week - 13		Application Project: Game Prototype and Initial Testing	
Week - 14		Application Project: User Experience and Improvements and Project Presentation, Evaluation	

Learning Outcomes

#	Learning Outcome
1	Learns 2D game development tools and techniques.
2	Understands 2D game physics and visual design principles.
3	Applies 2D graphic design and animation techniques.
4	Creates 2D game worlds and level design.
5	Creates 2D game characters and sprite animations.
6	Applies 2D game physics and balancing principles.
7	Creates and tests 2D game prototypes.

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.