



# Programming for Games 1

Summer Semester 2020 | CMIS 1301 | CRN 55728

An introduction to game programming with C# using Monobehavior libraries and the Unity3d game engine. A secondary focus on foundational computer science topics that apply to game development, such as computer language fundamentals, game development engineering and game play physics. They say it's fun and hard, but so is Cuphead. The course will be fully online. Study from home convenience.

Students who have completed the Math 1113: Precalculus or equivalent or higher will satisfy the prerequisite.

## The Language



## The Engine



## The Engineering



Kerbal Space Program, built in Unity3d

## About the Professor



As an interactive media maker in New York and Los Angeles, just as the internet was taking off, Schiffer taught himself programming languages and game development. He co-founded the company Red Rover Media and was a co-developer and interactive media architect for clients and brands such as the ad agency Chiat Day, communication firm NYNEX (a former company of what is now Verizon), public health charity the American Heart Association, beverage producer Veuve Cliquot and media distributor the Cinema Guild. He worked with the innovative web design company i33 in New York City before joining Georgia Sate University.