



# VISUAL COMMUNICATION

# Course Outline

## Game Design 40s



**TITLE:** GDD40S

**PREREQUISITES:** All level 1 and 2 courses ( Flash MX)

**DESCRIPTION:** In Game Design student will learn advance Flash actionscripting for Game Development and study games from existing sources. Student skills are demonstrated in the creation of a fully functional game.

**DURATION:** The course will be one term.

**GENERAL OBJECTIVES:** Upon successful completion of the course the student should be able to:

1. Understand Flash MX Actionscripting
2. Design and Develop a Flash Game

**CLASSROOM EXPECTATIONS:**

1. Attend school regularly
2. Always bring the required materials to class
3. Make a honest effort to learn and work every day

**EVALUATION:** The following factors are taken into account in determining the overall rating:

Lessons	5
Assignments, Final project/s	65
Completion of course (all assignments handed in)	100
<b>OVERALL RATING</b>	<b>200</b>