

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3609							
<b>Program Title:</b>	<b>Game - Programming</b>	<b>Credential:</b>	<input type="checkbox"/> Certificate	<input type="checkbox"/> Graduate Certificate	<input type="checkbox"/> Degree					
			<input type="checkbox"/> Diploma	<input checked="" type="checkbox"/> Advanced Diploma						
<b>Program Delivery Mode:</b>	<input type="checkbox"/> Co-Op <input type="checkbox"/> Fast Track <input checked="" type="checkbox"/> Non Co-op	<input checked="" type="checkbox"/> Online <input type="checkbox"/> Hybrid	<b>Duration :</b>	<input type="checkbox"/> 2 Semesters <input type="checkbox"/> 4 Semesters <input type="checkbox"/> 8 Semesters	<input type="checkbox"/> 3 Semesters		<input checked="" type="checkbox"/> 6 Semesters			
<b>Campus:</b>	<b>ONLINE</b>									
<b>Intake:</b>	<b>Fall 2020 and Winter 2021</b>									

Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
<b>Semester 1</b>	<b>Fall 2020 or Winter 2021</b>								
COMM160/161	College Communications 1			3		ODL	3	14	42
COMP100	Programming 1		2	2		ODL	4	14	56
COMP213	Web Interface Design		4			ODL	4	14	56
COMP391	Introduction to Game and Simulation		2	2		ODL	4	14	56
GNEDE	General Education Elective			3		ODL	3	14	42
MATH175	Functions and Number Systems			3		ODL	3	14	42
								<b>Total</b>	<b>294</b>
<b>Semester 2</b>	<b>Winter 2021 or Summer 2021</b>								
COMM170/171	College Communications 2	P=COMM160/161		3		ODL	3	14	42
COMP122	Introduction to Database Concepts		2	2		ODL	4	14	56
COMP123	Programming 2	P=COMP100	2	2		ODL	4	14	56
COMP125	Client-Side Web Development	P=COMP100, COMP213	2	2		ODL	4	14	56
COMP225	Software Engineering Methodologies 1	P=COMP100, and, COMP120 or COMP391	2	2		ODL	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2			4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2		ODL	4	14	56
								<b>Total</b>	<b>378</b>
Break (Summer 2021)									
<b>Semester 3</b>	<b>Fall 2021</b>								
COMP228	Java Programming	P=COMP123	2	2		ODL	4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2		ODL	4	14	56
COMP246	Software Systems Design	P=COMP123 and COMP225	2	2		ODL	4	14	56
COMP305	Game Programming 1	P=COMP123	2	2		ODL	4	14	56
GNEDE500	Global Citizenship: from Social Analysis to Social Action			3		ODL	3	14	42
MATH185	Discrete Mathematics			3		ODL	3	14	42
								<b>Total</b>	<b>308</b>
<b>Semester 4</b>	<b>Winter 2022</b>								
COMP217	C++ for Game Development	P=COMP123	2	2			4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2		ODL	4	14	56
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2		ODL	4	14	56
COMP397	Web Game Programming	P=COMP123 or COMP225	2	1		ODL	3	14	42
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3		ODL	3	14	42

MATH210 ♦	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2		ODL	4	14	56
								<b>Total</b>	<b>308</b>
Break (Summer 2022)									
Semester 5	<b>Fall 2022</b>								
CNET307 ♦	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL	3	14	42
COMP216 ♦	Networking for Software Developers	P=COMP100	2	2		ODL	4	14	56
COMP231 ♦	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2		ODL	4	14	56
COMP304 ♦	Mobile Apps Development	P=COMP228	2	2		ODL	4	14	56
COMP394 ♦	Practical Game Design	P=COMP305 and COMP391	2	2		ODL	4	14	56
COMP396 ♦	Game Programming 2	P=COMP305 and COMP391	2	2		ODL	4	14	56
								<b>Total</b>	<b>322</b>
Semester 6	<b>Winter 2023</b>								
COMP256 ♦	Special Topics in Interactive Gaming	P=COMP305	3			ODL	3	14	42
COMP308 ♦	Emerging Technologies	P=COMP228 and COMP229	2	2		ODL	4	14	56
COMP313 ♦	Software Development Project 2	P=COMP231 and COMP303 and COMP304, or, COMP231 and COMP381, or, COMP231 and COMP305 and COMP391, or, COMP246 and COMP258	2	2		ODL	4	14	56
COMP392 ♦	Advanced Graphics	P=COMP217, and, COMP305	2	2		ODL	4	14	56
COMP395 ♦	Simulation Design	P=COMP305 and COMP391	2	2		ODL	4	14	56
EMPS102 ♦	Employment Skills 2	P=COMM170 or COMM171		2		ODL	2	14	28
GNED ♦	General Education Elective			3		ODL	3	14	42
								<b>Total</b>	<b>336</b>
<b>Minimum Grade Required: D</b>									
								<b>Total Program Hours:</b>	<b>1946</b>

**C = Co-Requisite; P = Pre-Requisite**

**Notes:**

♦This course may be offered in one of the following modalities (Online, Hybrid or Blended)