

MODEL ROUTE

| School: | School of Engineering Technology and Applied Science | Program Number: | 3679 | | | | | | |
|-------------------------------|--|---|--------------------------------------|--|---|--|--|--------------|-------------|
| Program Title: | Game - Programming, Fast Track | Credential: | <input type="checkbox"/> Certificate | <input type="checkbox"/> Graduate Certificate | <input type="checkbox"/> Degree | | | | |
| | | | <input type="checkbox"/> Diploma | <input checked="" type="checkbox"/> Advanced Diploma | <input type="checkbox"/> Centennial College Certificate | | | | |
| Program Delivery Mode: | <input type="checkbox"/> Co-Op <input checked="" type="checkbox"/> Online <input checked="" type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/> Non Co-op | Duration : | <input type="checkbox"/> 1 Semesters | <input checked="" type="checkbox"/> 4 Semesters | | | | | |
| | | | <input type="checkbox"/> 2 Semesters | <input type="checkbox"/> 6 Semesters | | | | | |
| | | | <input type="checkbox"/> 3 Semesters | <input type="checkbox"/> 8 Semesters | | | | | |
| Campus: | ONLINE | Department Code: | 3515 | | | | | | |
| Intake: | Fall 2021 and Winter 2022 | | | | | | | | |
| 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 |
| Semester 3 | Fall 2021 or Winter 2022 | | | | | | | | |
| COMM170/171 | College Communications 2 | | | 3 | | ODL | 3 | 14 | 42 |
| 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 |
| COMP253 | Assets for Game Developers | P=COMP391 | 2 | 2 | | ODL | 4 | 14 | 56 |
| COMP391 | Introduction to Game and Simulation | P=COMP100 | 2 | 2 | | ODL | 4 | 14 | 56 |
| GNED500 | Global Citizenship: from Social Analysis to Social Action | | | 3 | | ODL | 3 | 14 | 42 |
| | | | | | | | | Total | 364 |
| Semester 4 | Winter 2022 or Summer 2022 | | | | | | | | |
| COMP217 | C++ for Game Development | P=COMP123 | 2 | 2 | | ODL | 4 | 14 | 56 |
| COMP254 | Data Structures and Algorithms | P=COMP228 | 2 | 2 | | ODL | 4 | 14 | 56 |
| COMP305 | Game Programming 1 | P=COMP123 | 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 |
| MATH210 | Linear Algebra and Statistics | P=MATH175 and MATH185 | 2 | 2 | | ODL | 4 | 14 | 56 |
| | | | | | | | | Total | 322 |
| Break | Summer 2022 | | | | | | | | |
| Semester 5 | Fall 2022 | | | | | | | | |
| CNET307 | IT Project Management | P=COMM170 or COMM171, and, CNET229 or COMP246 | 1 | 2 | | ODL | 3 | 14 | 42 |
| 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 |
| ENGL253 | Advanced Business Communications | P=COMM170 or COMM171 | | 3 | | ODL | 3 | 14 | 42 |
| GNED | General Education Elective | | | 3 | | ODL | 3 | 14 | 42 |
| | | | | | | | | Total | 350 |
| Semester 6 | Winter 2023 | | | | | | | | |

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|----------------------------------|--------------------------------------|--|---|---|--|-----|---|-----------------------------|-------------|
| 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 |
| | | | | | | | | Total | 294 |
| Minimum Grade Required: D | | | | | | | | | |
| | | | | | | | | Total Program Hours: | 1330 |

C = Co-Requisite; P = Pre-Requisite

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