MODEL ROUTE

School:	School of Engineering Technology and Applied Science	**Program Number:**	3109

Program Title: Game - Programming

Credential:
- ☐ Certificate
- ☐ Graduate Certificate
- ☐ Degree
- ☐ Diploma
- ☑ Advanced Diploma
- ☐ Centennial College Certificate

Program Delivery Mode:
- ☐ Co-Op
- ☐ Online
- ☐ Fast Track
- ☐ Hybrid
- ☑ Non Co-op

Duration :
- ☐ 1 Semesters
- ☐ 4 Semesters
- ☐ 2 Semesters
- ☑ 6 Semesters
- ☐ 3 Semesters
- ☐ 8 Semesters

Campus: PROGRESS   **Department Code:** 3515

Intake: Fall 2023 and Winter 2024

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 1	**Fall 2023 or Winter 2024**								
COMM160/161	College Communications 1			3			3	14	42
COMP100	Programming 1		2	2			4	14	56
COMP213	Web Interface Design		4				4	14	56
COMP391	Introduction to Game and Simulation		2	2			4	14	56
GNED	General Education Elective			3			3	14	42
MATH175	Functions and Number Systems			3			3	14	42
							Total		294
Semester 2	**Winter 2024 or Summer 2024**								
COMM170/171	College Communications 2	P=COMM160 or COMM161		3			3	14	42
COMP122	Introduction to Database Concepts		2	2			4	14	56
COMP123	Programming 2	P=COMP100	2	2			4	14	56
COMP125	Client-Side Web Development	P=COMP100 and COMP213	2	2			4	14	56
COMP225◆	Software Requirements Engineering	P=COMP100, and, COMP120 or COMP391	2	2		HYB	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2			4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2			4	14	56
							Total		378
Break	**Summer 2024**								
Semester 3	**Fall 2024**								
COMP228	Java Programming	P=COMP123	2	2			4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2			4	14	56
COMP246	Software Systems Design	P=COMP123 and COMP225	2	2			4	14	56
COMP305	Game Programming 1	P=COMP123	2	2			4	14	56
GNED500	Global Citizenship: from Social Analysis to Social Action			3			3	14	42
MATH185	Discrete Mathematics			3			3	14	42
							Total		308
Semester 4	**Winter 2025**								
COMP217	C++ for Game Development	P=COMP123	2	2			4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2			4	14	56
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2			4	14	56
COMP397	Web Game Programming	P=COMP123	2	1			3	14	42
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3			3	14	42

Course	Name	Prerequisite					Modality		Weeks	Hours
MATH210	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2				4	14	56
								Total		308
Break	**Summer 2025**									
Semester 5	**Fall 2025**									
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				4	14	56
COMP231◈	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2			HYB	4	14	56
COMP304	Mobile Apps Development	P=COMP228	2	2				4	14	56
COMP394	Practical Game Design	P=COMP305 and COMP391	2	2				4	14	56
COMP396	Game Programming 2	P=COMP305 and COMP391	2	2				4	14	56
								Total		322
Semester 6	**Winter 2026**									
COMP256	Special Topics in Interactive Gaming	P=COMP305	3					3	14	42
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2				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			HYB	4	14	56
COMP392	Advanced Graphics	P=COMP217 and COMP305	2	2				4	14	56
COMP395	Simulation Design	P=COMP305 and COMP391	2	2				4	14	56
EMPS102	Employment Skills 2	P=COMM170 or COMM171		2				2	14	28
GNED	General Education Elective			3				3	14	42
								Total		336
Minimum Grade Required: D										
							Total Program Hours:			**1946**

C = Co-Requisite; P = Pre-Requisite

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