

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3139						
<b>Program Title:</b>	<b>Game - Programming, Fast Track</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 <input type="checkbox"/> Centennial College Certificate						
<b>Program Delivery Mode:</b>	<input checked="" type="checkbox"/> Co-Op <input type="checkbox"/> Online <input checked="" type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op	<b>Duration :</b>	<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						
<b>Campus:</b>	<b>PROGRESS</b>	<b>Department Code:</b>	<b>3515</b>						
<b>Intake:</b>	<b>Fall 2022 and Winter 2023</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 3</b>	<b>Fall 2022 or Winter 2023</b>								
COMM170/171	College Communications 2			3			3	14	42
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
COMP253	Assets for Game Developers	P=COMP391	2	2			4	14	56
COMP391	Introduction to Game and Simulation	P=COMP100	2	2			4	14	56
GNED500	Global Citizenship: from Social Analysis to Social Action			3			3	14	42
							<b>Total</b>		364
<b>Semester 4</b>	<b>Winter 2023 or Summer 2023</b>								
COMP217	C++ for Game Development	P=COMP123	2	2			4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2			4	14	56
COMP305	Game Programming 1	P=COMP123	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
COOP321/421◆	Employment Preplacement	P=COMM170/171 minimum"C" grade; CGPA 2.5; 80% year 1 courses completed		1		ODL	1	14	14
MATH210	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2			4	14	56
							<b>Total</b>		336
<b>Work Term 1</b>	<b>Summer 2023 or Fall 2023</b>								
COOP222	Co-op Work Placement 1								
<b>Work Term 2</b>	<b>Fall 2023 or Summer 2024</b>								
COOP331	Co-op Work Placement 2								
<b>Semester 5</b>	<b>Winter 2024</b>								
COMP231◆	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2		HYB	4	14	56
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				3	14	42
COMP304	Mobile Application Development	P=COMP228	2	2			4	14	56
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			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
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3			3	14	42
							Total		364
Break	Summer 2024								
Semester 6	Fall 2024								
CNET307	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP225	1	2		ODL	3	14	42
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
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
GNED	General Education Elective			3			3	14	42
							Total		252
Minimum Grade Required: D									
							Total Program Hours:		1316
C = Co-Requisite; P = Pre-Requisite									
Notes:									
This course may be offered in one of the following modalities (Online, Hybrid or Blended)									