

MODEL ROUTE										
School:	School of Engineering Technology and Applied Science		Program Number:		3609					
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:	ONLINE		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		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	
GNED	General Education Elective			3		ODL	3	14	42	
MATH175	Functions and Number Systems			3		ODL	3	14	42	
								Total	294	
Semester 2	Winter 2024 or Summer 2024									
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 and COMP213	2	2		ODL	4	14	56	
COMP225	Software Requirements Engineering	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	
								Total	378	
Break	Summer 2024									
Semester 3	Fall 2024									
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	
GNED500	Global Citizenship: from Social Analysis to Social Action			3		ODL	3	14	42	
MATH185	Discrete Mathematics			3		ODL	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		ODL	4	14	56	
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2		ODL	4	14	56	
COMP397	Web Game Programming	P=COMP123	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	

Break	Summer 2025							Total	308
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		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
							Total		322
Semester 6	Winter 2026								
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
							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)									