

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 2022 and Winter 2023								
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 2022 or Winter 2023								
COMM160/161	College Communications 1			3		ODL	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		ODL	3	14	42
MATH175	Functions and Number Systems			3		ODL	3	14	42
								Total	294
Semester 2	Winter 2023 or Summer 2023								
COMM170/171	College Communications 2	P=COMM160 or COMM161		3		ODL	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 2023								
Semester 3	Fall 2023								
COMP228	Java Programming	P=COMP123	2	2			4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2			4	14	56
GNED246	Software Systems Design	P=COMP123 and COMP225	2	2		HYB	4	14	56
COMP305	Game Programming 1	P=COMP123	2	2			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 2024								
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		HYB	4	14	56
COMP397	Web Game Programming	P=COMP123	1	2		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		HYB	4	14	56
								Total	308
Break	Summer 2024								
Semester 5	Fall 2024								
CNET307♦	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL	3	14	42
COMP280	Multiplayer Game Development	P=COMP123 and COMP217	2	2			4	14	56
COMP290	Game Development Project 1	P=COMP229 and COMP246 and COMP305	2	2			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 2025								
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				3	14	42
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			4	14	56
COMP390	Game Development Project 2	P=COMP231 and COMP305 and COMP391, or, COMP280 and COMP290	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
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)									