MODEL ROUTE

School:	School of Engineering Technology and Applied Science	**Program Number:**	3139

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

Program Title:	**Game - Programming, Fast Track**

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 3	**Fall 2023 or Winter 2024**								
COMM170/171◈	College Communications 2	P=COMM160 or COMM161		3		ODL	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		HYB	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		ODL	3	14	42
							Total		364
Semester 4	**Winter 2024 or Summer 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
COMP305	Game Programming 1	P=COMP123	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
COOP321◈◈	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		HYB	4	14	56
							Total		336
Work Term 1	**Summer 2024 or Fall 2024**								
COOP222	Co-op Work Placement 1								
Work Term 2	**Fall 2024 or Summer 2025**								
COOP331	Co-op Work Placement 2								
Semester 5	**Winter 2025**								
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				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 Application Development	P=COMP228	2	2			4	14	56
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			4	14	56

Code	Course	Prereq					ODL			
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			ODL	3	14	42
									Total	420
Break	**Summer 2025**									
Semester 6	**Fall 2025**									
CNET307◈	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP225	1	2			ODL	3	14	42
COMP390	Game Development Project 2	P=COMP231 and COMP305 and COMP391, or, COMP280 and COMP290	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
GNED ◈	General Education Elective			3			ODL	3	14	42
									Total	252
Minimum Grade Required: D										
								Total Program Hours:		**1372**

C = Co-Requisite; P = Pre-Requisite

Notes:

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

◈◈ This course may be offered in a compressed delivery 2 hours per week for a 7 week period.