

MODEL ROUTE

School:

School of Engineering Technology and Applied Science

Program Title:

Game - Programming

Program Delivery Mode:

☐ Co-Op

☒ Online

☐ Fast Track

☐ Hybrid

☒ Non Co-op

Program Number:

3609

Credential:

☐ Certificate

☐ Graduate Certificate

☐ Degree

☐ Diploma

☒ Advanced Diploma

☐ Centennial College Certificate

Duration :

☐ 1 Semesters

☐ 4 Semesters

☐ 2 Semesters

☒ 6 Semesters

☐ 3 Semesters

☐ 8 Semesters

Campus:

ONLINE

Department Code:

3515

Intake:

Fall 2024 and Winter 2025

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 2024 and Winter 2025								
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 2025								
COMM170/171	College Communications 2	P=COMM160 or COMM161		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		ODL	4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2		ODL	4	14	56
								Total	378
Break	Summer 2025								
Semester 3	Fall 2025								
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 2026								
COMP217	C++ for Game Development	P=COMP123	2	2		ODL	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	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 2026								
Semester 5	Fall 2026								
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		ODL	4	14	56
COMP290 ♦	Game Development Project 1	P=COMP229 and COMP246 and COMP305	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 2027								
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
COMP390 ♦	Game Development Project 2	P=COMP231 and COMP305 and COMP391, or, COMP280 and COMP290	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)									