

GAME DEVELOPMENT – B.S. – 2024-25 DRAFT

To the student: Please make sure you are using the correct check sheet based on your enrollment year. YOU are responsible for making sure you are on the correct check sheet and completing all program requirements accurately and on time.

Min Total Hours Required: 120
 Total Lib Arts Hrs Req'd: 60
 Min overall GPA: 2.0
 Other: Min major GPA of 2.0
 Other: No grade less than C- in major

Residence Requirements:
 31 Hrs at RWU
 15 Hrs in Major at RWU
 Of last 31 Hrs, 24 at RWU

Name: _____

Shared Core		SHr	Grd
FYSE 1000	First Year Seminar	2	
COMP 1010	Prin Writing	3	Min C-
PHST 1300	Personal Wellness	1	
BIBL 1010	Encounter the OT	3	
BIBL 1020	Engaging the NT	3	
ECON 1050	Personal Financial Success	1	
HIST 1400	Western History Global Cont	3	
SRSE 4100	Senior Seminar	2	

Choice Core		SHr	Grd
COMP 1020	Writing & Researc	3	
PHIL 2202	Philosophical Ethics	3	
LITR 1010 or LITR 2XXX	Intro Literature or Lit Survey course	3	
COMM 1105	Fund of Oral Communication	3	
	Behavioral Science ¥	3	
	Social Science	3	
	Lab Science ■	4	
N/A	Mathematics	N/A	N/A
	Fine Arts	4	

Foreign Language		SHr	Grd
	Foreign Language♦	3	
	Foreign Language♦	3	
	Foreign Language♦	3	

¥ not needed if PSYC 2600 is taken as an elective in the major
 ■ not needed if a lab science is taken as an elective in the major
 Honors program students will have substitutions for
 several Gen Ed courses
 ♦Or proficiency as outlined in the College catalog

Major Requirements: 50 Hours		SHr	Grd
MATH 2281	Calculus I	4	
MATH 2400	Statistics	3	
CSCI 2010	Computer Science I	3	
CSCI 2020	Object-Oriented Programming	3	
CSCI 4210	Intro to Programming Lang	3	
CSCI 2710	Data Structures	3	
CSCI 3210	Seqntl & Parallel Algorithms	3	
CSCI 2810	Web Design I	3	
CSCI 3310	Computer Graphics	3	
CSCI 2280	C/C++ Programming	3	
CSCI 4500 or CSCI 4980	Internship or Senior Project	1	
Rize Core (18 Hrs)			
XGMDV 1100	Introduction to Games	3	
XGMDV 2100	Content and Systems Design	3	
XGMDV 3100	Unity 1: Working with Unity	3	
XGMDV 3200	C# Programming	3	
XGMDV 4100	Unity II: Adv Unity Program	3	
XGMDV 4200	Capstone Project	3	
Complete any Minor (18 or more credits) with at least 9 distinct credits (excluding Critical Analysis and Social Engagement)			