

Course Code	Course Title	Credits	Lectures /Week
USCSP5042	Game Programming – Practical	1	3
1	Setup DirectX 11, Window Framework and Initialize Direct3D Device, Loading models into DirectX 11 and rendering		
2	Learn Basic Game Designing Techniques with pygame.		
3	Develop Snake Game using pygame		
4	Create 2D Target Shooting Game		
5	Creating 2D Infinite Scrolling Background		
6	Create Camera Shake Effect in Unity		
7	Design and Animate Game Character in Unity		
8	Create Snowfall Particle effect in Unity		
9	Develop Android Game with Unity		
10	Create Intelligent enemies in Unity		