

Department of Computer Science, Clemson University
CpSc 372 – Client-Based Software Development

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Course Description

June 3, 2009

The goal of this course is the mastery of the principles, techniques and practices of software engineering using a client-centered, project-based approach. The project for the course, and the primary deliverable, is the development of an educational video game that matches the client's specification. Secondary deliverables include a web page, to describe development of your game, and screen and video captures of the game under development.