



CpSc 481/681

Creative Inquiry

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Topics

Evaluation



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1. Topics

- All About Computer Games (The Domain)
- Aspects of Computer Game Construction
- Handheld Game Platforms: DS
- Programming the DS
- Learning through Games

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1.1. All About Computer Games

- History of Games
- Philosophy of Games
- What makes a game fun

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1.2. Aspects of Game Construction

- Sprite or Model Construction
- Music, Sound
- Programming

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1.3. Programming The DS

- What can it do?
- Advantages and disadvantages
- How do I write a game for it?
- What are the APIs?
- What language?
- Limitations?

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2. Evaluation

- Your contributions
- No exams



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