

School of Computing, Clemson University
CpSc 481/681 – Sensor Enabled Game Development
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Syllabus
August 25, 2008

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1. Introduction: course description, policy and syllabus.
2. Presentation of the C# Language and environment
3. Drawing a surface with XNA
4. Drawing with blits
5. Colorkeys and transparency
6. Loading image formats
7. Sprite animation
8. Sprite Clipping
9. Parallax Scrolling
10. Explosions
11. Wii programming libraries
12. Sensor-based control
13. The game shell
14. Processing input: Mouse, keyboard, joystick
15. Adding sound
16. Collisions, collision detection
17. Transitioning to 3D Game design.
18. Game time and timers
19. Adding Text
20. Pausing the game