

# GAME DEVELOPMENT, MINOR

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This minor provides a strong computer programming foundation followed by courses that emphasize game programming skills.

## Required Courses

CSCD 210	PROGRAMMING PRINCIPLES I	5
CSCD 211	PROGRAMMING PRINCIPLES II	5
CSCD 216	3D MODELING and ANIMATION I	4
CSCD 300	DATA STRUCTURES	5
CSCD 474	COMPUTER GAMES DEVELOPMENT	4
MATH 301	DISCRETE MATHEMATICS	5
Total Credits		28