



# CSC 112: Beginning C++ Game Programming

11:00 - 11:50 p.m.  
CIS 2006 Monday, Wednesday, Friday  
Labs: CIS 2006

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<http://people.uncw.edu/patterson/e/112>

CIS 2031, Office Hours 10:00-11:00 a.m. MWF, 3:15-4:30 p.m. MW, or by appointment.

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## Course Description:

This class provides an introduction to programming and C++ through game programming assignments and concepts. Programming concepts such as types, variables, control, logic, data structures, classes, and memory management will be covered in conjunction with basic ideas of gaming. The goal of the class is to give a solid foundation for future programming for gaming and other applications.

## Required Materials:

Dawson, Michael, *Beginning C++ Game Programming*, Thomson Course Technology.

## Grades:

Homework and quizzes.	20%
Project 1.	15%
Project 2.	20%
Test 1.	15%
Test 2.	15%
Final Exam.	15%

## Class Policies

There will be homework questions and programming exercises weekly. Tests and quizzes will cover materials presented in class, whether lecture, video, tutorial, etc., as well as material from the required texts. Quizzes may include written questions and/or practicum.

Basic computer literacy is required for this course. Plan carefully to complete projects in a timely manner. Late work will be reduced in grade by 5 points each day. There are no make-up quizzes. Please contact me in advance, if possible, if you must miss any graded work.

Attendance is required and will both directly and indirectly affect grades -- covered material is very pertinent to completing homework and projects effectively. Unless special circumstances are involved, more than three absences will result in class failure. Students are individually responsible for keeping current with course material and assignments.

Class announcements supersede posted material.

Academic honesty in all your work is required for a passing grade.

This syllabus may be subject to change with reasonable notice.