

Game Programming Courses Overview and Requirements

Mohammed alaa

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0. Introduction Seminar. (Say Hello to Game Programming World)

First Section

1. C++ for Game Developers. (Native tongue for Games)
2. Game Art for Designer. (Make your own Style)
3. Game Storyline and Characters Development. (Thinking in Games)
4. Game Development Cycle and Production. (Create and Make best selling Games)
5. Game Testing. (Create Free-Bug-Games)

All Previous Courses has no Requirements

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6. UML: Unified Modeling Language. (Make an upgradable game)
Require: I - C++ Course.
 7. Data Structures for Game Programmers.
Require: I - C++ Course.
 8. Graphics Programming with DirectX 9 + Game Engine. (Graphics Section)
Require: I - C++ Course.
 9. Mathematics for Game Developers + Game Engine. (Math Section In Detail)
Require: I - C++ Course.
 10. Artificial Intelligence (AI) for Game Developers + Game Engine. (non-Player Enemies Control)
Require: I - C++ Course.
II - Data Structures Course.
 11. Scripting Programming for Games + Script Compiler & Parser. (Specially for Strategy Games)
Require: I - C++ Course.
 12. Physics for Game Developers + Game Engine. (Simulating Real Life)
Require: I - C++ Course.
II - Math Course.
III - Graphics Course.
 13. Shader Programming for Game Developer. (Vertex and Pixel)
Require: I - C++ Course.
II - Graphics Course.
 14. Advanced Animations in Games. (In Game Custom-Movies)
Require: I - C++ Course.
II - Graphics Course.
 15. Video Programming for Games. (In Game Film)
Require: I - C++ Course.
 16. Audio Programming for Games. (Music and Sound Effect)
Require: I - C++ Course.

17. Multiplayer Games Programming: Network Mode.
Require: I - [C++ Course](#).
18. Multiplayer Games Programming: Internet Mode.
Require: I - [C++ Course](#).
19. Games File System Creation + Game Engine. (**Secure game files**)
Require: I - [C++ Course](#).
II - [Data Structures Course](#).

Second Section

The Next Section is Guideline for making specific game and it have shared course must be applied to be able to continue with:

- A - [C++ Course](#).
- B - [Graphics Course](#).
- C - [AI Course](#).
- D - [Scripting Course](#).
- E - [Animation Course](#).
- F - [Audio Course](#).
- G - [File System Course](#).
- H - [UML Course](#).

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20. Strategy Game Programming. (**Real-Time and Turn-Based**)
Require: I - [Network Course](#). (At least one of them)
21. Sports Game Programming. (**Football for example**)
Require: I - [Physics Course](#).
II - [Network Course](#). (At least one of them)
22. Adventure Game Programming.
Require: I - [Physics Course](#).
II - [Advanced Animations Course](#).
III - [Video Course](#).
23. Simulation Game Programming.
Require: I - [Physics Course](#).
24. 3D Arcade Game Programming.
Require: this is simple 3D games and require basic knowledge of previous courses.

Third Section

Under Development

25. Make your Own Game in Sony Playstation
26. Make your Own Game in Microsoft XBOX