

ITSE 2072 Course Syllabus

Name of Course: iOS Game Programming

2. Number of Clock Hours: 42

3. Course Description:

The iPhone and iPad are excellent gaming machines. Most iOS devices outperform many dedicated handheld gaming devices. More recent devices, iPhone 4 and iPad 2, are, for certain games, performance competitive with consoles, Wii, Xbox and PS3. This class will cover programming 2D games for casual players using the Cocos2D library. At the end of this class, the student should have a simple game worthy of publishing on the Apple App Store.

4. Prerequisites:

This is not a beginning iOS programming class. Before being accepted to the class, students must demonstrate basic proficiency writing iOS applications using Objective-C; preferably with an application which is already available on the App Store.

5. Course Objectives

At the end of the course, students will be able to:

1. Use the Cocos2D framework to write simple games.
2. Use Xcode compilers and tools.
3. Describe sprite animation.
4. Develop user interface and game interaction.
5. Integrate art work into your game.
6. Interface with Apple's Game Center leader board/achievements system.

6. Rationale:

Upon completion of this course, students will have a better understanding of Apple iPhone programming, the most exciting operating system in use today.

7. Required Materials:

Learning Cocos2D: A Hands-On Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk, Paperback: 640 pages, Publisher: Addison-Wesley Professional; 1 edition (July 17, 2011), ISBN-10: 0321735625, ISBN-13: 978-0321735621.

8. Evaluation

Those who participate in class discussions, complete course lab work, and miss no more than three class meetings will be awarded 4.2 continuing education units.

9. Course Outline

1. Under development