

Computer Science

Game Programming Option (GMPR)

Course Number	Course Description		Summer	Fall (Odd)	Spring (Even)	Fall (Even)	Spring (Odd)
COSC 1100	Skills for Computing Professionals I	-		X	X	X	X
COSC 1435	Problem Solving with Computers I	Required	Maybe	X	X	X	X
COSC 1436	Problem Solving with Computers II	Required	Maybe	X	X	X	X
COSC 2325	Game Design	Required			X		X
COSC 2334	Computer Architecture	Required	Maybe	X	X	X	X
COSC 2437	Data Structures	Required	Maybe	X	X	X	X
ENGL 3310	Professional Writing in Computer Science	Required		X	X	X	X
COSC 3324	Object-oriented Programming	Required	Maybe	X	X	X	X
COSC 3325	Game Programming	Required			X		
COSC 3335	Unmanned Aircraft Systems	-			X		X
COSC 3336	Introduction to Database Systems	Required	Maybe	X	X	X	X
COSC 3346	Operating Systems	Required	Maybe	X	X	X	X
COSC 3351	Internet Programming	-	Maybe	X	X	X	X
COSC 3352	Mobile Programming	-			X		X
COSC 3353	Survey of Programming Languages	1 of C1			X		X
COSC 3360	Human-computer Interaction	1 of C1				X	
COSC 3370	Software Engineering	Required	Maybe	X	X	X	X
COSC 3385	Numerical Methods	Required		X		X	
COSC 3400	Skills for Computing Professionals II	Required		X	X	X	X
COSC 4100	Skills for Computing Professionals III	Required		X	X	X	X
COSC 4310	Digital Forensics	-		X			
COSC 4324	Image Processing	-		X			
COSC 4325	Advanced Game Programming	Required					X
COSC 4328	Computer Graphics	Required		X			
COSC 4330	Introduction to Artificial Intelligence	Required				X	
COSC 4342	Computer Networks	Required		X	X	X	X
COSC 4343	Algorithms	Required		X		X	
COSC 4348	Systems Programming	1 of C1			X		X
COSC 4353	Compiler Construction	1 of C2			X		
COSC 4354	Senior Capstone Project	Required		X	X	X	X
COSC 4360	Theory of Programming Languages	1 of C2		X			
COSC 4370	Models of Computation	1 of C2					X