13+3+6
2018-19 Course Map to a BS in Computer Science
Concentration: Game Programming

13 CS Core Courses

- CS 35101 Computer Architecture
- CS 33211 Operating Systems
- CS 44001:CS-III Programming Patterns
- CS 35201 Computer Networks
- CS 33901 Software Engineering
- CS 33007 Database Design
- CS 33101 Programming Languages
- CS 46101 Algorithms
- CS 33211 Operating Systems
- CS 44001:CS-III Programming Patterns
- CS 35201 Computer Networks
- CS 33901 Software Engineering
- CS 33007 Database Design
- CS 33101 Programming Languages
- CS 46101 Algorithms

3 Math Courses

- MATH 12002 Calculus I
- Math 3**
- MATH 12003 Calculus II

13 CS Core Courses

- CS 13011: CS-IA Procedural Programming
- CS 13012: CS-IB Object Oriented Programming
- CS 23022 Discrete Structures
- CS 23001:CS-II Data Structures
- CS 38101 Intro to Game Programming
- CS 48101 Game Engine Concepts
- CS 3/4xxxx Upper Div. Elective 4
- CS 3/4xxxx Upper Div. Elective 5
- CS 3/4xxxx Upper Div. Elective 6
- CS 47101 Computer Graphics

Use 6 CS Electives

with 3 towards Game Programming and 3 more to build breadth

**Can be MATH 22005 Calculus III, MATH 21001 Linear Algebra, OR MATH 30011 Probability & Statistics

***Must be completed after CS 48101

* Half Semester Courses
  - Co-requisite
  - Pre-requisite

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