

BCA

Game Development

CURRICULUM

Semester 1

- Programming Using C
- Mathematics for Game Development
- Foundations of Game Engine
- Game Design-I
- Communication Skills
- Environmental Science

Semester 2

- Core Gameplay Programming
- Programming using C#
- Game Design-II
- Game Engine Essentials
- Indian Ethical Perspective and History of Game Industry
- Advanced Communication Skills

Semester 3

- Core Concepts in Data Structures and Databases
- Programming Using C++
- 3D Game Programming & Systems
- Game Design -III
- Minor - 1
- Minor - 2

Semester 4

- Programming Patterns & Optimization
- Multiplayer Programming
- Advanced Unity Mechanics
- Game Testing I
- Minor - 3
- Community Service - 1

Semester 5

- Integrating Online Services
- AI For Game Development
- Introduction to AR VR
- Applied Game Mechanics
- Minor - 4
- Community Service - 2

Semester 6

- Major Project
- Internship
- Minor Project

Semester 7

- Media Research Project - I
- Research Methodology
- Game Development I (Unreal BluePrint)
- Media Research Publication - I
- Virtual Production

Semester 8

- Media Research Project - II
- Game Testing II
- Media Research Dissertation
- Game Development II (Unreal C++)