BACHELOR OF SCIENCE IN COMPUTER SCIENCE with a concentration in Game Software Development

PROGRESSION FLOWCHART

FRESHMAN
- SSC 2413 Foundations of Amer. Experience
  - COM 1103 College Composition
  - LLT 1213 World Masterpieces 1
  - MCS 1653 Game Genre Development
  - MCS 1643 Intro. to Games & Animation
  - MCS 1414 Calculus 1
  - PSY 1213 Introductory Psychology
  - COM 1001 Pathways to Research Careers

SOPHOMORE
- SSC 2423 Development of Amer. Experience
  - LLT 1223 World Masterpieces 2
  - MCS 2513 Software Engineering 1
  - MCS 1514 Computer Science 1
  - MCS 2514 Computer Science 2
  - MCS 1424 Calculus 2
  - MCS 2523 Discrete Math
  - PHY 2413 University Physics 1
  - MCS 4244 Calculus 3

JUNIOR
- COM 3000 Writing Proficiency Exam
  - MCS 2103 Tech & Prof. Communication
  - GAM 2313 Integrated Game Studio 1
  - CRW 2513 Creative Writing
  - MCS 2534 Data Structures
  - MCS 3663 Computer Arch. & Assembler
  - ___.3 Natural Science Elective
  - MCS 3503 Computer Graphics Prog.
  - GAM 2213 History of Game Design

SENIOR
- MCS 3543 Intro to Database Systems
  - MCS 4313 Senior Project
  - MCS 4613 Computer Networks
  - MCS 4663 Operating Systems
  - MCS 4633 Artificial Intelligence
  - MCS 4653 Theory of Computation
  - MCS 4643 Comparative Prog. Lang.
  - MCS___.3 MCS Elective
  - MCS 4833 Senior Project 1
  - MCS 4843 Senior Project 2
  - COM 4001 Pathways Capstone Lab

Total Credits: 128

Name_________________________ I.D. No. ____________________

Revised: March 2018