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

PROGRESSION FLOWCHART

FRESHMAN

- SSC 2413 Foundations Amer Exper
- COM 1103 English Composition
- LLT 1213 World Masterpieces 1
- MCS1643 Intro Games & Animation
- MCS 1142 Intro to C
- MCS 1414 Calculus 1
- PSY 1213 Intro Psychology
- COM 1001 University Seminar

SOPHOMORE

- SSC 2423 Development Amer Exper
- GAM 2213 History of Game Design
- MCS 1613 Game Genre Development
- MCS 1514 Computer Science 1
- MCS 2514 Computer Science 2
- MCS 2523 Discrete Math
- PHY 2413 University Physics 1
- MCS 2414 Calculus 3
- LDR 2001 Leadership Models & Pract

JUNIOR

- COM 3000 Writing Proficiency Exam
- LLT 1223 World Masterpieces 2
- MCS 3563 Game Design
- MCS 2534 Data Structures
- MCS 263 Game Studio
- MCS 3663 Arch & Assembler
- PHY 2421 University Physics 1 Lab
- MCS 3863 Linear Algebra
- LDR 3000 Leadership Seminar Series

SENIOR

- MCS 3643 Database Systems
- COM 2103 Tech & Prof Communication
- LLT 4523 Creative Writing
- MCS 3573 Game Development
- MCS 4523 Game Development
- MCS 4563 Artificial Intelligence
- MCS 3503 Computer Graphics Prog
- MCS 3683 Principles of Animation
- MCS 4633 Operating Systems
- MCS 4613 Computer Networks
- MCS 4643 Theory of Computation
- MCS 4653 Comparative Prog Lang
- MCS 4632 Software Engineering
- MSC 4833 Senior Project
- MSC 4843 Senior Project 2
- LDR 4000 Leadership Capstone

Name_________________________ I.D. No. ____________________

Revised: October 15, 2012