

Course Unit Title:	Scripting for Game Development
Course Unit Code:	CSC370
Type of Course Unit: (Compulsory/Optional)	Optional
Level of Course Unit: (first, second or third cycle)	Bachelor (1 st cycle)
Year of Study:	3
Semester when the unit is delivered:	5 or 6 or 7 or 8
Number of ECTS credits allocated:	6
Name of lecturer(s):	TBA
Learning Outcomes of the course unit:	
<p>Upon successful completion of this course students should be able to:</p> <ul style="list-style-type: none"> • Produce scripts in scripting languages that are incorporated into the game engine's code • Describe and discuss the different types of scripting languages • Explain why certain aspects of game development require scripting instead of coding in lower level programming languages • Use game engines that provide inherent scripting mechanisms 	
Mode of Delivery:	Face- to- face
Prerequisites and co-requisites:	CSC205
Recommended optional program components:	None
Course Contents:	
Objective:	
<p>This course will present students with a variety of scripting languages that are used in the Game Development industry. The student will learn how to write code in these languages, and will also learn how to incorporate these scripts into the main game engine's code for seamless execution. Finally, the course will serve as an introduction to industrial grade game engine environments and their use for game production.</p>	

<p>Description:</p> <p>Presentation of Scripting Languages Scripting languages history; Compilation vs. Interpretation; Syntax; Parsing; Differences between scripting languages</p> <p>Script Programming Variables; Flow Control; Loops; Functions; Creating and Manipulating Objects; Creating and Manipulating Events; Placing and Manipulating Interactive Elements</p> <p>Script development Setting up environments for scripting; Exploring features of scripting environments; Incorporating scripting with lower level language code; Manipulating graphics elements with scripts; Creating effects in game engine scripting languages</p> <p>Recent developments and contemporary issues pertaining to the subject-matter of the course.</p>					
<p>Recommended or required Reading:</p>	<p>Larouche, Basic ROBLOX Lua Programming, CreateSpace Independent Publishing Platform</p> <p>Rosenzweig, ActionScript 3.0 Game Programming University, Que Publishing</p> <p>Cordone, Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide, Packt Publishing</p>				
<p>Planned learning activities and teaching methods:</p>	<table border="1"> <tr> <td>Class Instruction</td> <td>42 Hours</td> </tr> <tr> <td>Consultation/Computer Lab</td> <td>20 Hours</td> </tr> </table>	Class Instruction	42 Hours	Consultation/Computer Lab	20 Hours
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<p>Assessment methods and criteria:</p>	<table border="1"> <tr> <td>Project/Participation</td> <td>55%</td> </tr> <tr> <td>Examinations</td> <td>45%</td> </tr> </table>	Project/Participation	55%	Examinations	45%
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Examinations	45%				
<p>Language of Instruction:</p>	<p>English</p>				
<p>Work Placement(s):</p>	<p>No</p>				
<p>Place of Teaching:</p>	<p>Theoretical Part: In Regular Classroom European University Cyprus, Nicosia</p> <p>Practical Part: In Computer Lab European University Cyprus, Nicosia</p>				