Department of Computer Science



Degree Planner Catalog Year: 2025 - 2026	Total:	120 Credit Hours
Name:	ID #:	
Major 1:	Minor 1:	
Major 2:	Minor 2:	

## Bachelor of Arts in Game Development (120 Credits)

Fall	First Year	Cr Hrs	Pre-reqs
CS103	Programming for Everyone I	3	
CCC100	Introduction to College Writing	3	
MATH135	Calculus & Analytic Geometry I	4	MATH115 *
GCONXXX	General Conversation	3	
GCONXXX	General Conversation	3	

Spring	First Year	Cr Hrs	Pre-reqs
CS104	Programming for Everyone II	3	CS103
CCC102	Public Speaking	3	CCC100
MATH204	Elementary Statistics	3	MATH104 or MATH115*
PSYC100 PSYC100L	General Psychology ** General Psychology Lab **	3	
GCONXXX	General Conversation	3	

<sup>\*</sup>or Mathematics Placement Policy

Fall	Second Year	Cr Hrs	Pre-reqs
CS151	Introduction to Games	3	
CS203	Introduction to C	3	
CS242	Data Structures	3	CS103 or CS203
GCONXXX	General Conversation	3	
	Writing In the Discipline Reqr. (WID)	3	

Spring	Second Year	Cr Hrs	Pre-reqs
CS251	Content & Systems Design	3	CS151
CS341	Algorithms Analysis and Design	3	CS242
GCONXXX	General Conversation	3	
	General Elective^	3	
	General Elective^	3	

Fall	Third Year	Cr Hrs	Pre-reqs
CS353	Unity I: Working with Unity	3	CS251
PSYC311	Personality Theory & Research***	3	C or better PSYC100
	General Elective^	3	
	General Elective^	3	
	General Elective^	3	

Spring	Third Year	Cr Hrs	Pre-reqs
CS302	C# Programming	3	CS242
CS399	Professional Internship   EXP	3	Junior or Senior level
	General Elective^	3	
	General Elective^	3	
	General Elective^	3	

Fall	Fourth Year	Cr Hrs	Pre-reqs
CS453	Unity II: Advanced Unity Programming	3	CS353
	General Elective^	3	

Department Chair approval required

Spring	Fourth Year	Cr Hrs	Pre-reqs
CS459	Capstone Project: Building a Game EXP	3	CS341, CS453
	General Elective^	3	

**Program Details:** 

**Faculty:** 

**Contact Information:** 

Department Chair: cs@adrian.edu



