Video Game Design Composition: Software Design Guide

D. Michael Ploor

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The Software Design Guide (SDG) provides the hands-on application of the theory presented in the textbook. The SDG should be considered an integral part of the curriculum. It is where students take the theory learned in the textbook and use that knowledge to build video games. Working in simulated design teams, students will experience all aspects of video game design, from the planning stages, through the design and programming, and concluding with a capstone project.

Each chapter in the SDG is correlated to the textbook chapter. There are several activities for each chapter. The last chapter in the SDG is a capstone project that requires students to apply all of the knowledge acquired in the textbook and SDG. Includes game Engine Software.

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