



Game Engines (AD-037) (MÄNGUMOOTORID)

SUBJECT DESCRIPTION

Credits (ECTS)	4.00 ECTS
Assessment	grading
Aim of the subject and short description	
The students will gain an overview of game engines that can be used for prototyping as well as developing a whole gaming project. By the end of the course the students can build a simple game mechanic with a chosen game engine and will be able to use a few popular engines in project development.	
Learning outcomes:	
Student: <ul style="list-style-type: none">1. can design and implement basic game mechanics2. knows the structure of game engines and plugins	