Developing and Finalizing a Game Project (AD-053)
(MÄNGUPROJEKTI ARENDAMINE JA VIIMISTLEMINE)

SUBJECT DESCRIPTION

Credits (ECTS)	5.00 ECTS
Assessment	grading
Aim of the subject and short description	

Under supervision the students will develop a game according to the standards of the particular industry and the requirements of the device and sales platform. The students will learn to associate the game design process to the development process and plan as well as anticipate one's work. The students will acquire the basic knowledge of audio editing: 3D sound design, sound adjustments, sound composition, recording techniques.

Learning outcomes:

Student:

1. plans game development process from prototype to finished game;
2. implements theoretical knowledge in development process;
3. compliments the game project with suitable sound design;
4. understands video game polishing principles and uses them in development.

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