



Mobile game workshop (AD-017)

(MOBIILIMÄNGU PROJEKT)

(Проект мобильных игр)

SUBJECT DESCRIPTION

Credits (ECTS)	5.00 ECTS
Assessment	grading
Aim of the subject and short description	
The participants will learn to implement the elements of a game engine (loading and displaying graphics, moving elements and interaction). The students will become familiar with the limitations of the devices (memory, the scope of simulated elements, resolutions), learn to plan a mobile platform game, to prepare game graphics and graphical elements and implement a game.	
Learning outcomes:	
Student: <ol style="list-style-type: none">1. develops a mobile game according to the requirements of the platform.2. compliments the mobile game with suitable visual style and graphics.	

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