



## Game Engines (AD-037) (MÄNGUMOOTORID)

### SUBJECT DESCRIPTION

<b>Credits (ECTS)</b>	4.00 ECTS
<b>Assessment</b>	grading
<b>Aim of the subject and short description</b>	
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.	
<b>Learning outcomes:</b>	
Student: <ol style="list-style-type: none"><li>1. can design and implement basic game mechanics</li><li>2. knows the structure of game engines and plugins</li></ol>	

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