



Game Engines (AD-037) (MÄNGUMOOTORID)

SUBJECT DESCRIPTION

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| 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: <ol style="list-style-type: none">1. can design and implement basic game mechanics2. knows the structure of game engines and plugins | |

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