CSE 131 : Game Development III / Mobile Game Development

Credits 5

Mobile devices are the fastest segment of computer use. Learn how to make mobile games and about the new app stores where customers can find and purchase your software.

Course Outcomes

    Create mobile applications for various devices.
    Identify common mobile devices available.
    Create working apps for mobile emulated devices and Raspberry PI systems.
    Create art assets in mobile friendly formats.
    Manage project time and resources to deliver milestones on time.
    Use mobile development tools to write code in Java, C#, Objective C, or Python.
    Create HTML5 mobile applications.
    Deploy mobile apps to devices.